The Five Star Stories
The Role-Playing Game

This RPG is incomplete. It's been in the works for a long time now and I honestly don't know when I'll complete it. Life just gets in the way. For now, this contains the "guts" of the game and is playable. If you have any questions about this game, please email me.

-Ed Gomez
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July 2022: First update since 2013. Dang. For the past several months, I've taken online scanned versions of the US version of the FSS manga and convented them to txt. I ditched Adobe programs to the Affinity suite.

October 2023: I've taken Chronicles 2007, which contained the core information on FSS. Scanned the Japanese text, AI enhanced and machine translated. Much more efficient that ever before.

PREFACE

The Five Star Stories is a manga series created by Nagano Mamoru, building on his work on the anime series *Heavy Metal L-Gaim*. The story is staged at an alien cluster of four major planetary systems. The God of Light, Amaterasu, the immortal emperor of the Greece Kingdom on the Delta Belune planet, is destined to rule the whole Joker System. He and Lachesis, his bride and fatima, are the main characters of this epic story. -WIKI

After so many requests over the years about this, I finally have time to redo The Five Star Stories Role Playing Game. This project actually started in the early 90s when I was an avid RPG gamer. So this work has always been a "work in progress" and will continue to be so. I've updated it with a new look and feel. I even added more pictures. The website I took down 6 years ago had an 80s or early 90s "high on drugs" gaudy look. Now that I have more time on my hands, I'll try to update the information on this site as much as possible.

In my arsenal of information, the background in this RPG was originally translated by a good friend of mine, R.S. of Studio Phoenix (which was the company name back then). R.S. gave me mounds of information contained in the first original five magna…all handwritten literal translations. On top of that, Nagano-sensei has a very eccentric style of writing and presentation of terms and story. Even when translated in English, a lot of terms and means are very, very vague and very difficult to understand. There's also a lot of German and French names used throughout the volumes. I personally bought the first seven original volumes and tried to compare the info. Even though my understanding of Japanese was bad and horrible at reading kanji (Chinese characters used in Japanese)…I tried to sort the info out and put it all together in straight forward role-play gamer terms.

In the turn of the millennium, Toys Press finally released *The Five Star Stories* in English. I have the first 10 books which covers the first 3 in the original. My next mission, trying to combine the information from the English books into the RPG. Also, I'm trying to look for the remaining English volumes of the manga.

Praeter haec, in the advent of online translation, advancements in optical character recognition and online kanji encyclopedias made possible further translations, albeit not always perfect.

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A special thanks to Adam Simpson of GearsOnline.net, in lieu of its contributors, for giving me permission to use information from their website.

Additional sources: *Basic Art of Five Star Stories: Characters 1/Mirage* (Toys Press 1988), *Basic Art of The Five Star Stories: Characters 2/Colus* (Toys Press 1988), *Encyclopedia of The Five Star Stories: Characters 3/Water Dragon* (Toys Press 1988), *Basic Art of The Five Star Stories: Characters 4/Fatima* (Toys Press 1989), *The Five Star Stories Volumes 1–3* (USA Kadokawa 1999), *F.S.S. Designs 1: Easter; A.K.D.* (Kadokawa Shoten 2005), *F.S.S. Designs 2: Addler; Jüno* (Kadokawa Shoten 2007), *F.S.S. Designs 3: Kalamity Godders; Böth* (Kadokawa Shoten 2008), *The Five Star Stories: Chronicle 2007* (Toys Press 2012).

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INTRODUCTION

The universe of The Five Star Stories (FSS) is the most detailed and diverse of any animated or manga storyline. The **manga**, the Japanese word for comic, was entirely written and drawn by **Mamoru Nagano**. All artworks from the book are his own except for artwork with the initials "PAMS." The storyline of *Five Star Stories* spans hundreds of centuries with constant introductions of new characters and plots. The plots of FSS are all tied together with such complex intricacy that it puts all American comics to shame. All characters in the manga develop almost full lifelike histories that Nagano has printed "score cards" and additional character books.

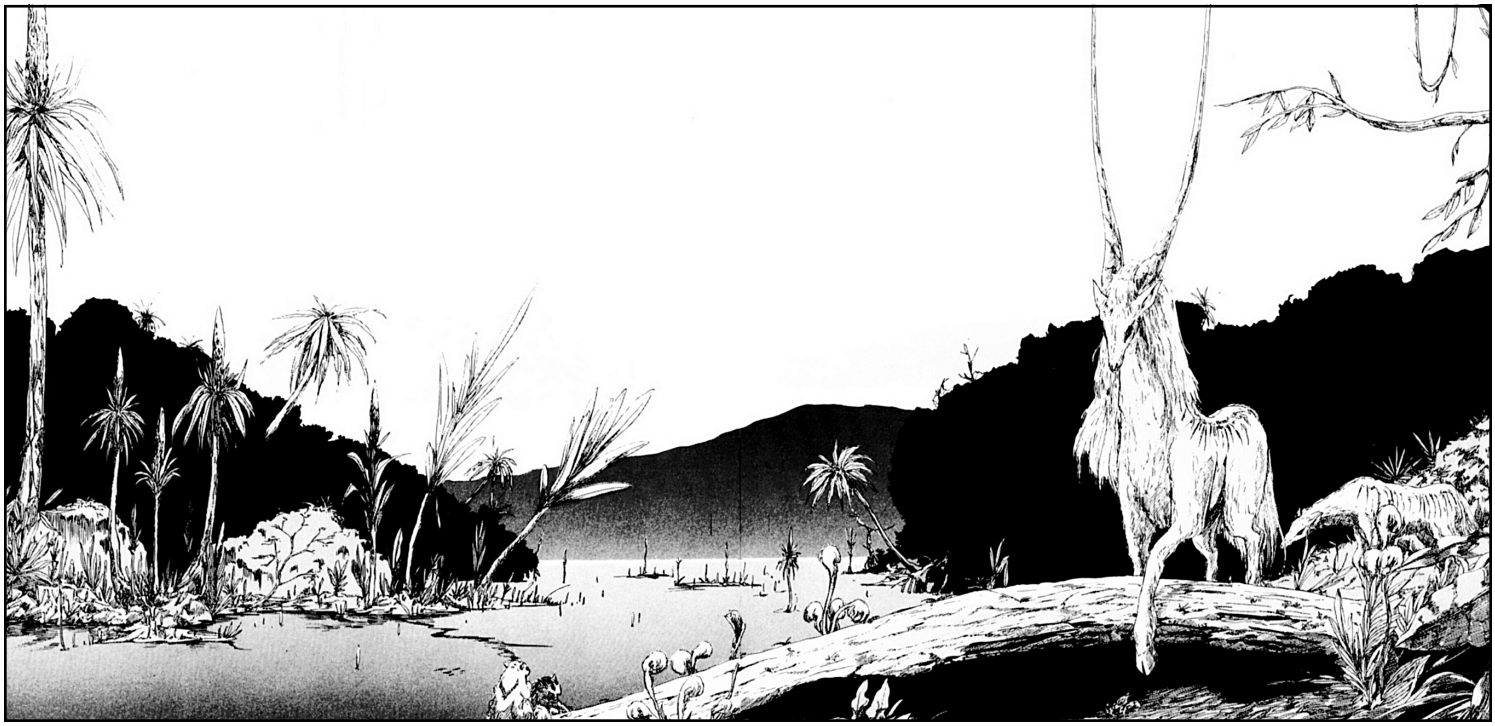
The *Five Star Stories* began as a feature manga in the Japanese animation magazine, *Newtype*, early in 1986. Mamoru Nagano established himself as a top manga artist. His first success was *Fool for the City*, which was the predecessor of Five Star Stories. He also had a large part as character designer for the animated series *Heavy Metal L-Gaim* in the early 1980s. As Five Star Stories gained popularity and even cult status in Japan, there were exhibitions of Nagano's art and even FSS conventions in Tōkyō. The rise of his popularity is due to his excellent quality line art work and the popularity of his FSS model garage kits in the scale modeling community.

Get ready to experience the vast universe of *The Five Star Stories: The Role-Playing Game*. You become part of a world of war, honor, survival, and glory. The vast universe of the **Joker Systems** is filled with many worlds. Most are well known and more that are unexplored. Each world has its mysteries and wonders to explore, both gross and erotic that will fill your senses. You will also be caught between the forces of good and evil, not knowing really which is which. Nations, kingdoms, empires fight each other with mighty war machines to destroy their enemies or fight for freedom. In this universe, you are born, you live, you will die in.

How to Role-Play

In T*he Five Star Stories: The Role-playing Game*, the player controls the character, an imaginary person who lives in the word of The Five Star Stories. The characters actions are resolved out by the rules of the game and the game master. Players can have characters do anything they want to, but within the game rules.

The **game master** (GM) is the person who runs the game. If the character does anything in the game, the game master decides what action happens, within the rules of the game. The game is not controlled by the players. The game master controls the game, world, and all the events that happen in it. He also describes the world in which the character lives in to the players and controls



all the non-player characters in the world. The most important job of the game master is to create a scenario, an adventure the characters experience, with interactive non-player characters (NPC's), and rewards for success.

To role-play your character, let the GM describe the setting the character is in. Imagine the setting in your mind. Every player will have their own vision of the setting. Now pretend that you are the character, looking through his eyes. What do you see? What do you hear? What do you feel? With the GM's guidance, you are in the character's world. Listen to what the GM says.

GM: "You're sitting in your apartment living room, watching TV. The lights are dimly lit. The window is half-open so you feel the cool breeze coming in and hear the sounds of cars passing by down below. With a cold beer in one hand and the remote on the other, you feel relaxed watching that new awesome show, Robot

Wars. Suddenly, you hear shots fired and a lot of people yelling and screaming. Knowing that you're the best cop in the force, you should do something." What to you do?

PLAYER: "I'll grab my gun in the closet and run out to the street."

GM: "You hear more shots being fired. They sound closer!"

PLAYER: "I run closer to where the shots are being fired."

GM: "You suddenly see a woman running down the hallway of the lobby. A guy in a trench coat is running after her, shooting a handgun."

PLAYER: "I yell, 'Stop! Or I'll shoot! ' while I'm running after him."

GM: "He turns around and starts shooting you!"

PLAYER: "I dive down for cover."

GM: "Sorry, no cover to jump down to. You're running after him in an empty hallway."

PLAYER: "Well, I hit the floor so that he has a harder time shooting me."

NPC: "I'll kill you to dirty bastard!"

PLAYER: "I'll fire a couple shots at the guy!"

GM: "The first bullet missed him, while the second struck him the neck! He drops dead in the floor"

PLAYER: "That was close."

Does it seem simple enough? This presents a simple scenario that anyone could go through, but the GM could create much more complex scenarios. Use your imagination. That is how you role-play.

Playing Materials

To play *The Five Star Stories: Role-playing Game*, you need game players. At least three players are needed. One of them must be the game master, the person who runs the game. The other two players play the characters of the game.

Before you begin role-playing the *Five Star Stories*, you need playing materials. A character record sheet is needed to create and record character data. Pencils and paper are also needed to write with and write on. You need dice to roll out the attributes and attack rolls. A variety of dice is available in your local hobby store. The least amount of dice you need are two four-sided (2D4), two six-sided (2D6), two eight-sided (2D8), two ten-sided (2D10), and two twenty-sided (2D20) dice. When the dice are rolled, usually the number on top is the rolled number. Four-sided dice rolls are read from the bottom number on all three sides. Finally, you need your imagination since imagination play a very big part of role-playing games. Good luck!

Sample Role-Playing Session

This excerpt is a sample of how a more detailed typical role-playing session is played. The story is based on the manga *The Five Star Stories: Book IV, Silver Knight*. Since the manga is in comic form, it was latter converted into novel form. The main characters in this story is Douglas Kaien, the Dark Knight and Fatima Auxo, Dr. Ballanche's 38th Fatima. The main non-player characters are Michael Lester, a member of the Bronze Knights and Dr. Prizen Corks-A Fatima Meight.

As an example, two people representing real players will play the two main characters. Steve as Douglas Kaien and Samantha as Fatima Auxo. Two non-player character are represented by the game master as do all the other minor non-player character that are in the story. The game master is John.

Role-Playing Session

Game Master (GM): Read paragraph 1 to 3 to players. Paragraphs 4 to 16, the players do not know these events are taking place inside the manor house. Read paragraph

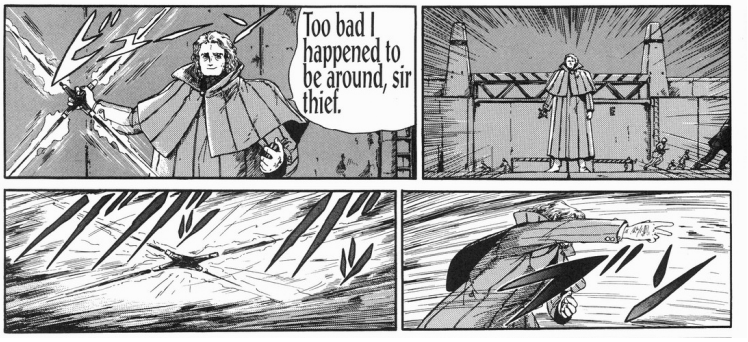
17 to players. "What to you do Steve and Samantha?"

Steve: "I'll go to the corner of the building." Says paragraph 18.

Samantha: Says paragraph 19.

Steve: Says paragraph 20.

GM: Reads paragraph 21 to the players. "You two hear



the the officer in the background talking to the men." Reads paragraph 22. "What will you two do?"

Samantha: "I hug Douglas." Says paragraph 24. "Steve, lets try to make a break for it"

Steve: Says paragraph 25. "Okay John, Samantha and I will try to make a break for it."

Samantha: "I'm going to use 28 PKE for my hyper-running ability." Says paragraph 26.

Steve: "I'll use the same ability."

GM: "Samantha...Steve, by using your psionic ability both of your PKE point go down 28 points." Reads paragraph 27. "While you two are running, the guards see you. Get ready for combat. You two automatically get the initiative. You two hear more guards." Says paragraph 29. Players do not know that paragraphs 30 to 33. Says paragraph 34 and 35. Reads paragraph 36. "The gate is getting closer."

Steve: "I'll try ramming the weapons out of the guards hands with my sword." Says paragraph 37.

GM: "Okay Steve." Rolls a D20 and gets a 3. "You missed. Instead of knocking the guns out of their hands, you knock them down. Samantha, your move."

Samantha: "I'll do the same thing Steve done."

GM: Rolls a D20 and get a 15. "Okay Samantha, you succeed in knocking the gun out of one guard. As fast as both of you are running, you two left the guards far behind. Sir Lester suddenly appears in front of your two." Reads paragraph 38 and 39. "Okay Steve and Samantha, this is a new combat round. Roll for initiative."

NOTE: These actions are taking place in paragraph 40.

Steve: Rolls a D20 and gets an 8.

Samantha: Rolls a D20 and gets a 17.

GM: Rolls a D20 for Sir Lester (non-player character) and gets a 4. "Sir Lester wins the initiative. He throws the sword at Douglas." Rolls a D20 for a strike (+3 strike since he is just throwing it and receives a -3 to strike since Douglas is running) and gets a 12 total.

Steve: "I'm going to dodge." Rolls a D20 to dodge (+7 to dodge) and gets a 14 total. Says paragraph 41.

GM: Reads paragraph 42.

Steve: Says paragraph 43.

GM: Says paragraph 44 and reads the first two sentences of paragraph 45.

Samantha: "I'll try to knock Douglas down on the ground to protect him." Roll a D20 on an agility roll and gets a 19 (roll as to be lower than the agility trait).

GM: "Instead of knocking Douglas, you jumped in front of him and into the blast radius of the explosion." Rolls four-sided die (D4) times 10 and gets a 30. "Samantha, Auxo receives 30 point of damage to her damage hits (DH). Continues to read the rest of paragraph 45. "Samantha, is was a critical hit so you are knocked down unconscious for 16 hours." Rolls three six-sided dice (3D6) for the length of unconsciousness in hours.

NOTE: Samantha cannot dodge the explosion because she already used up one of her attack moves by jumping.

Steve: Says paragraph 46. "I'll catch her before he drops." Says paragraph 48. "John, I'll keep on running while hold her. I'll use my strength to carry her while running."

GM: "You get a -5 difficulty modifier on your roll." Rolls a D20 and gets a 15. It succeeds because Douglas' strength (STR) trait rating is 11. "You do it." Reads paragraph 49. Says paragraph 50 as Sir Lester. "He pulls out a spud."

Steve: "I'll slow down and use my temporal copy ability. It takes up 57 PKE."

GM: Reads paragraph 51 and says paragraph 52. "Steve, you already used some of your PKE on hyper-running. As you split into three additional copies of yourself and of Auxo, the images begin to fade quickly. Sorry, you used up all your PKE points, but Sir Lester was shocked to see that. You're nearing the gate. It's about 5 meters high."

Steve: "Okay John, I'll jump over the gate with all my strength. I could leap up to five and a half meters.:

GM: Rolls a D20 (with a -5 difficulty modifier) and gets a 12. "You barely make it Steve." Reads paragraph 53. The players do not know that paragraphs 54 to 58. "Okay, you two are out. It will be morning soon." Reads paragraph 59.

Steve: Says paragraph 60.

GM: Reads paragraph 61. "Steve, you hear a the sound of a hover mobile coming towards you two. It stop and a figure steps out."

Steve: Says paragraph 62.

GM: Says paragraph 63 for the NPC.

Steve: "John, who is this person? Do I recognize her?"

GM: "You do, its Dr. Prizen Corks, a Fatima Meight."

Steve: Says paragraph 64.

GM: Says paragraph 65.

Steve: Says paragraph 66. "I'll go ahead and put Auxo in the car."

GM: Reads paragraph 67. Says paragraph 68. Reads paragraph 69. "Time passes and you are at the lab of Dr. Prizen." Reads paragraph 70. Says paragraph 71.

Steve: Says paragraph 72. "I'll walk over to where Auxo in laying."

GM: Says paragraph 73. Dr. Prizen used her medical doctor skill, a professional skill, while working on Auxo.

Steve: Says paragraph 74.

GM: Says paragraph 75.

Steve: Says paragraph 76.

GM: Says paragraph 77.

Steve: Says paragraph 78.

GM: Dr. Corks succeeds on the skill roll. Says paragraph 79.

Steve: Says paragraph 80.

GM: Says paragraph 81.

And so on.....

The Rules

Rules! Who needs them? The rules in this role-playing game are meant to be guidelines to players and the game master to play in the Five Star Stories universe. Along with the rules in this book, the game master could make up some "house rules" to suit his scenario. If the game master finds that some of the rules do not fit the situation, do not follow it. Make something up to suit the situation. Remember, the game master is emperor, nature, and god in the *Five Star Stories* universe. If the players do not follow your very whim or try to run the game themselves, penalize them! But penalize them with style, not outright penalization.

Role-Playing Game Terms

Here's a short list of RPG terms you're going to need to know before going on. At the end of book will be a list FSS-specific terms.

Agility (AGL): measure of dexterity and reflexes.

Attack Round: subdivision of a combat round.

Attraction (ATR): measure of physical beauty.

Block: action of defending by moving with the attack with dice rolls.

Body Armor: protection worn on the body.

Character Template: outline of character abilities.

Combat Round: completion of the combat phase equal to ten seconds.

Combat System: system of movement by attacking and defending.

Critical: a natural twenty doing critical internal damage only.

Cybernetics: technologically enhanced prosthetics.

Damage Hits (DH): measurement of life points of a character.

Damage Rolls: dice rolled to determine the amount damage points done to the target.

Defensive Rating: defensive property of body armor or any type of armor.

Dice (D): small multi-sided three-dimensional polygon marked on each face with numbers. A die is one

"dice." The side that is read is the top of the die. An exception of the four-sided die. It is read by the numbers closest to the bottom of the die.

Dodge: action of defending by moving out of the way by counter dice rolls.

Endurance (END): measure of stamina and durability.

game master (GM): the person who runs the game.

Initiative: action of who moves first in movement with dice rolls.

Intellect (INT): measure of intelligence and skill proficiency.

Manga: the Japanese word for comic.

Melee Weapon: hand-wielded weapon used in attacking.

Natural Twenty: unmodified roll of the twenty-sided die doing double and internal damage. Applies to physical attacks only.

Non-Player Character (NPC): character played by the game master or non-biased player.

Number of Attacks: attack and defend movement within an attack round.

Parry: action of defending by pushing an attack out of the way with counter dice rolls.

Player Character (PC): an imaginary person who lives in the imaginary world of the role-playing game.

Player: real life person who controls or acts out the player character.

Profile: characteristics of a character.

Projectile Attack: attack done with guns, missiles, or any other airborne object.

Psionics: special ability to manipulate objects with the mind. Also refers to the person with the ability.

Psyche (PSY): measure of mental endurance and will power.

Psychokinetic Energy (PKE): energy force used by characters with psionic abilities.

Record Sheet: form in which to record character information.

Role-Playing: game played by imagination or by acting out events.

Saving Throw: defensive die roll against an event or effect.

Scenario: adventure the characters experience with the world the game master creates.

Skill Points: points awarded to increase abilities, usually five to nine.

Skill Rating: level of expertise from one to nineteen.

Skills: learned skills by the character.

Strength (STR): measure of physical muscle power.

Strike: action of attacking an opponent with dice rolls.

Traits: basic elementary statistics of the character.

CREATING A CHARACTER

To become part of the wonderful, exciting, and complex world of the Five Star Stories, the player has to create a player character. A character record sheet is provided for the player to record his player character (PC) in all its intricate details. Creating a player character is a three-phase process.

NOTE: For the rest of the book, the player will be referred to in the male gender form (he/him). This is used for the simplicity of the game and not meant to be biased toward males only. I apologize for any misinterpretation this may present to the female audience.

Phase One: Rolling the Six Traits

To start, the player has to figure out the traits' scores for the character. It's done by rolling two, ten-sided dice (2D10). Trait ranges are from two to twenty. The average trait scores for "regular" characters ranges from six to ten. The six traits the character has are: **intellect**, **psyche**, **strength**, **agility**, **endurance** and **attraction**. Characters with above normal scores will receive additional bonuses.

Intellect (INT)

This is the measure of intelligence that the player character has. This trait also gives the PC the number of secondary skills he starts with. The beginning **skill points** are determined by multiplying four times his number of skills. Skill points are divided into all the skills the PC has. Each skill must have a minimum of one (1) skill point. With a 15 or higher, the PC will get a one time skill bonus added to (INT divided by 2 rounded up) skills. To determine the PC's approximate intelligence quotient, multiply by 10 (INT x 10).

Psyche (PSY)

This is the trait of the mind. It decides the mental strength, emotional stability, mental stresses and psionics of a PC. With a psyche of 10 or higher and a 20 on a roll of a D20, the character receives the extraordinary ability of **psionics**. The other bonuses this trait gives are save vs. psionic attacks and save vs. insanity from emotional stress. PCs with psionic abilities have psychokinetic energy (PKE) points equal to PSY multiplied by two (PSY x 2). PCs without psionic abilities have psychokinetic energy points equal to the PSY trait.

Strength (STR)

This is simply the PC's strength or physical power. This trait plays part in figuring out the PC's base **damage hits (DH)**, the amount of damage done to the PC until he dies. Base damage hits is equal to strength plus endurance. With a 16 or better on the trait, the PC could do additional damage to anything he hits. The number of kilograms the character may carry is roughly equal to his strength trait times two. The PC could only lift his strength times 10 in kilograms. The character could jump equal to his STR divided by four. He could also leap equal to his STR divided by 2. Jumping and leaping are measured in meters.

Agility (AGL)

This is the trait that rates characters' dexterity, reflexes, and speed. Agility also determines the speed at which the character runs. The speed is 15 times the agility rating in meters per minute. Bonuses are added to the PC's **strike**, **parry**, **dodge**, **block** and **initiative**, if the trait score is high.

Endurance (END)

It's the stamina and durability of the character. This trait determines the running distance (endurance times 1.5) in kilometers until tired. The length of combat the PC can last is END divided by two (END / 2 rounded up) rounds. After that, the PC feels fatigued and could no longer maintain maximum performance. It also plays an important part in the PC's base damage hits. With a high endurance score, the PC will receive the following save bonuses: toxins, death/coma, and diseases.

Character Attribute Chart

Roll (2D10)	2–6	7–9	10	11	12	13	14	15	16	17	18	19	20
Intellect (INT)													
Number of Skills	4	5	5	6	6	6	7	7	7	7	7	8	8
Skill Bonus								+1	+1	+2	+2	+3	+3
Psyche (PSY)													
Number of Psionics			1	1	2	2	3	3	4	4	4	5	5
Save vs. Psionics										+1	+1	+2	+2
Save vs. Insanity									+1	+1	+2	+2	+2
Strength (STR)													
Additional Damage									+1	+2	+3	+4	+5
Agility (AGL)													
Bonus Strike								+1	+1	+2	+2	+3	+4
Bonus Dodge									+1	+1	+2	+2	+3
Bonus Parry									+1	+1	+2	+3	+4
Bonus Block							+1	+1	+2	+2	+3	+3	+4
Bonus Initiative										-1	-1	-2	-2
Endurance (END)													
Save vs. Toxins							+1	+1	+2	+2	+3	+3	+4
Save vs. Coma												+1	+1
Save vs. Diseases											+1	+1	+2
Attraction (ATR)													
Personal Training Skills Bonus*											+1	+1	+2

** Personal Training Skills Bonus applies to the following skills: Authority, Contacts, Persuasion, and Seduction.*

Attraction (ATR)

This simply is the beauty and attractiveness of the character. This skill gives bonuses to the following skills: authority, contacts, persuasion, and seduction. Note that this bonus applies if you have chosen these skills and is applied once only.

Phase Two: Choosing a Character Template

The next step in creating a character is to select a **character template** for the character. The character template gives the basic outline of the character at beginning levels. Look though the character templates and decide which one you want the character to be. Let the game master help you in your decision because he might want to even out the character group in his scenario. Remember that this role-playing game is "group-playing" game. You can probably subdue a lone enemy, but you need a group when you face multiple enemies.

Prerequisite Traits

The character must have the prerequisite trait scores required to certain character templates. These are the minimum scores that the character must meet to select that template. Some templates may have higher or lower requirements that reflect the physical and mental demands of a particular template.

Major Training Skills

The template gives the major skills of expertise the character gets in that template type. These skills are the formal and on-the-job training the character gets form that template.

Secondary Training Skills

Besides the major skills, the character gets secondary skills. These are the skills gotten through everyday life, therefore, no formal training is given for these skills. Some of these skills are learned because they relate to the

major skills out in the field. Other skills might be from interests, hobbies, or other abilities learn from reading or watching others.

Cybernetics & Special Abilities

Some characters will have **cybernetics** and/or special abilities for that template. At beginning levels, most characters will have few or no cybernetics or special abilities. Cybernetics can be purchased with money at steep prices. Be aware that with some cybernetics, some other abilities might decrease. Special abilities, on the other hand, are increased through skill points. Some special abilities are psionics and other unique skills. If the character has psionic, each template will indicate an upper limit power level.

Additional Bonuses

Additional bonuses might also be given to give the character an edge. The basic bonuses are given to strike, parry, dodge, block, initiative, and skill points. Sometimes there will be other types of bonuses given, like to save bonuses. Note that the skill point bonuses in this section are added to the major skills only.

Upgrading a Character

During the life of the character, he gains experience and increases his current skills. This is a very important part of a character's life. The six traits cannot be changed at all.

Skill Points & Skills

To increase a character's **skill rating**, skill points are uses. Instead of using an experience level based system like other role-playing games, a skill point based system is used in this book.

At the end of a scenario, the game master gives out skill points to each player. The game master may also have a predefined number of skill points for that scenario to give out to the characters at the end of the scenario. The better a character does in a scenario, the more skill points the game master gives to the character. You get skill points by good judgement, deductive reasoning, surviving conflicts, and playing a character role. Of course there are many other factors in which you could receive skill points. The average number of skill points a game master gives to each player is about five to eight. In this way, character skills could be increased steadily, not too quickly and not too slowly. Also see **Skill Points & Combat** and **Skill Points & Psionics.**

You could use skill points to increase any skill rating of any skill you have. To increase a skill level, several skill points are used. The number of skill points is figured out by taking the current rating and adding the next higher skill rating. For example, if you have a skill rating of two (2) in basic electronics and want to increase it to three (3), it would take five (5) skill points (2 + 3 = 5) to make the two to three. Remember that you can only use as many skill points as you have, but not over of what you have. Note that you do not have to use all your skill points given to you by the game master at the end of the scenario. Skill points can be accumulated for later use; however, you cannot accumulate more

than twenty (20) skill points for later use for skills. If you plan to use the skill points at the beginning of the next scenario, record it. Also let the game master record the number of skill points you have. See Skill Points & Combat for exception.

Maximum Skill Rating

The maximum skill rating that a character may attain any skill is nineteen (19). The reason for this is that there is always a margin of error in anything a character does. Just as people in real life, characters are not always perfect.

Adding New Skills

All characters could select additional skills later, but it will cost them skill points. A character must have at least one skill with a ten (10) skill rating. All new additional skills will cost ten skill points to get. For example, you have basic electronics with a ten skill rating. You want to add basic mechanics to you skills list. Since you already have basic electronics with a skill rating of ten, you get basic mechanics, but it will cost you ten (10) skill points if you have it. If not, you must accumulate ten skill points.

Skill Points & Damage Hits

To calculate the base damage hits, add the STR and the END trait together. This will be the base DH for the character. Additional DH is added from other bonuses and from skills.

To increase the characters' damage hits (DH), it cost ten skill points to increase the current damage hits by one (1). The maximum number of damage points the character can have is the current damage points plus the STR trait.

Multiple Character Templates

The character may combine his current character template with another. First, the character must meet all the trait prerequisites. Second, all the major skills must have a skill rating of fifteen (15) or higher. Next, all duplicate skills from the new template are not added to the current skill list. Then, all new skills from the new character template start at a skill rating of one (1) despite any bonuses, the new template may have. Finally, the character may choose two (2) secondary skills, but at a skill rating of one.

Phase Three: Character Profile

The following set of charts and information is for rounding out your character. These are optional rules but you may want to add more detail to your characters' life profile. You may choose to roll dice to randomly select a characteristic or simply choose one. Some of the following profile tables are optional, therefore the player will not need it. The game master may choose whether or not to require all character profiles.

Physical Characteristics

The physical characteristics of each character are different. Height and weight vary widely from person to person. The following charts require a 2D10 to be rolled. The first number is the minimum while the second is in addition to the minimum. Age only requires a D6 to be rolled. Sex is not included because players only have two options; male or female only.

Height (D10)	
1	140 + 1D10 cm
2	150 + 1D10 cm
3-4	160 + 1D10 cm
5-8	170 + 1D10 cm
9	180 + 1D10 cm
10	190 + 1D10 cm

Weight (D10)	
1	45 + 1D10 kg
2	55 + 1D10 kg
3-4	65 + 1D10 kg
5-8	75 + 1D10 kg
9	85 + 1D10 kg
10	95 + 1D10 kg

Five Star Stories Age Comparison Chart

To approximate the characters' age in the Five Star Stories universe, consult the age chart.

	Age (D10)	USC (FSS) Years	Standard (Earth) Years
	1-2	1-2	1-8
	3-7	3-7	9-20
	8-14	8-14	21-50
1	15 + 1D4	15-20	51-100
2-5	20 + 1D10	21-30	101-150
6-8	30 + 1D10	31-40	151-200
9	40 + 2D10	41-60	201-250
10	60 + 2D10	61+	251+

Personality Traits

These traits only represent the major trait the character expresses or shows to other characters. Roll D4 for number of traits a character may have. Roll a D20 for the selection of the trait.

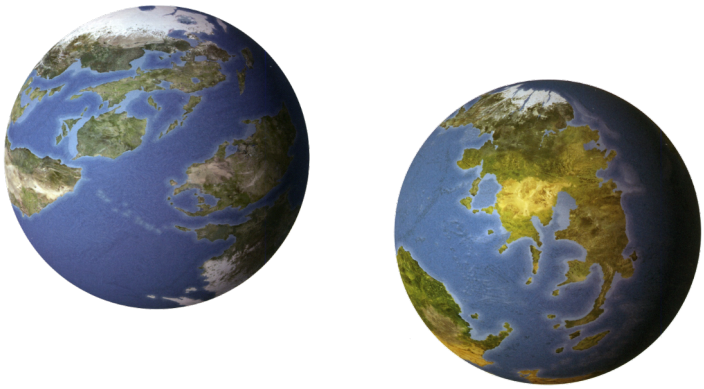
1	Complainer	11	Hospitable
2	Overbearing	12	Aggressive
3	Shy/timid	13	Nice/friendly
4	Gambler	14	Cocky
5	Hot-head	15	Cautious
6	Vengeful	16	Talkative
7	Snob/arrogant	17	Emotional
8	Loner	18	Risk taker
9	Schemer	19	Loyal
10	Demanding	20	Imaginative

Planet of Origin (D20)

These are the major planets that are habitable. The character will come from one of these planets.

1-2	Addler	12-14	Booth
3-5	Jüno	15-17	Péstaco
6-11	Delta Belun	18-20	Kalamity Goderce

Sister Planets Delta Belun and Addler



Affiliation

Each character will or will not have some kind of affiliation with some group. The character could choose from the major governments of the Joker Star Cluster or the game master could make up another group. If the game master chooses to create his own group for the players, it will most likely be mercenaries, terrorists, activists, or some covert organization. The major governments will see this group as a threat to their power and may fight against it. Others might hire them to do some job or to accomplish some task. The following represent just a few of the many affiliations in the word of Five Star Stories.

Planet	Government
Delta Belun	Amaterasu Kingdom Demesnes
Addler	Bakin Rikan Lent Government
Jüno	Hagooda Trio dé Colus
Böth	Meyoyo Imperial Court Gamma Sharn Hashua
Kalamity Goderce	Filmore Empire Holy Coballkan Empire Umoth United Socialist Republic

Other Affiliations

The Mirage Knights
The Horned Knights
A'p Temple Knights
S.P.I.

Social Classes & Wealth

Social classes play an important part of the Five Star Stories. Usually social classes are inherited by birth. Sometimes it is earned. Your social class decides your power and influence to those around you. People are treated differently by their social class. Some are looked up to while others are looked down to. But usually people higher up on the social scale tend to be better off than people lower on the scale are.

In the game, it determines your beginning money (units). Commoners start with at least 400 units while royalty starts with about 20,000 units. The money the character starts with is used to buy his/her equipment, services, and other personal items.

1D4x100	Commoners (Lower Class; poverty stricken)
1D6x100	Workers (Middle Class; white & blue collar workers)
2D4x100	Warriors (Upper Middle Class; soldiers & officers)
1D10x100	Merchants (Upper Class; corporate businesspeople)
3D4x100	Nobles (Lower Royalty Class; city or town rulers)
3D6x100	Lords (Middle Royalty Class; state, county, provincial rulers)
2D10x100	Royalty (High Royalty Class; most powerful rulers)

Social classes are extremely difficult to game master. The game master may have the option to use social classes in his scenario or not. For simplicity, social classes could be used as character ranks or titles. Many of the character and heroes of *The Five Star Stories* have such ranks or titles. See **Act 6** section under **Aristocracy and Titles** for addition information.

Personal History

Every character will have some kind of personal history. Some could be good while some could be bad. Let the previous charts help you in creating your characters' personal history. Be imaginative in making one up. Once you have created a personal history, consult with the game master for his final approval. This way, your character will fit in into the scenario the game master creates.

Mental States

For game purposes, all characters are mentally and emotionally stable. Any mental instability developed from now on could be the result from injuries to the head, heavy physical damage, shock, or mental attacks. Some mental instabilities could also result from drugs

and alcohol. Mental states are very difficult for a game master to judge. It should be given to characters sparingly. Use wise and good judgement in giving PCs mental instabilities. The following table are the mental instabilities that can result. Roll a D10 (for tens) + D10 (for ones).

1–3	Antisocial: Impulsive, self-centered pattern of behavior that concludes frequent conflicts with society.
4–6	Ambivalence: Two feelings together (love/hate; pleasure/pain; like/dislike;) toward a person, object, or idea.
7–9	Bipolar disorder: Mood swings from euphoria to profound depression.
10–12	Blocking: Interruption of flow of speech owing to distracting thoughts.
13–15	Catatonia: State of immobilization of senses and felling that can quickly swing to extreme agitation.
16–19	Claustrophobia: Fear of closed places.
20–22	Compulsion: Irresistible urge to perform some act (i.e., hand washing).
23–24	Delirium: Medical diagnostic term that describes rapidly occurring onset of confusion.
25–26	Delusion: Fixed false belief (i.e., one believes he is Christ).
27–28	Depression: Can be a sign, symptom, disease, or reaction of sadness or grief.
29–30	Disorganized schizophrenia: Regressed childlike behavior.
31–32	Dissociation: Separation of mental processes from a person's consciousness.
33–34	Diurnal mood: Changes in mood owing to time of day.
35–36	Echolalia: Imitation of another's words.
37–38	Echopraxia: Imitation of another's body position.
39–40	Ethnocentrism: Imposing of one's beliefs and values on other cultural groups.
41–42	Fantasy: Daydreaming.
43–44	Flight of ideas: Rapid shift of ideas while speaking (i.e., speaking of weather, to mother, to pain with no connection between subjects).
45–46	Grandiose: Ideas of fame, wealth, or importance that are unfounded or untrue (i.e., thinking you are Harrison Ford).
47–48	Hallucination: Seeing, hearing, smelling, or feeling something that is not a result of external stimuli (i.e., seeing bugs crawl on your skin).
49–50	Hostility: An attitude of negativity or anger.
51–52	Hypochondriasis: Belief that one is ill with no organic cause such as pain with no cause.
53–54	Illusion: Misinterpretation of sensory, usually visual information (i.e., seeing water in the desert that is really sand).
55–56	Institutionalized syndrome: Characterized by apathy, withdrawal, and submission to authority.
57–58	Labile: Frequent and rapid change of emotions.
59–60	Manic-Depressive Illness (MDI): A psychotic state characterized by excited or severely depressed behavior.
61–62	Neologism: Invention of a new words (i.e., "alzopra" instead of "chair").
63–64	Neurotic: Behavior or dysfunction characterized by anxiety but no distortion of reality.
65–66	Nihilism: False belief that part of one's self is dead.
68–70	Obsession: Recurring unstoppable thought.
71–72	Panic: Extreme anxiety that involves dread and loss of rational thought.
73–74	Paranoid: Essential feature of suspicion.
75–77	Passive aggressive: Characterized by resistance to demands in occupational and social settings.
78–80	Phobia: Extreme persistent fear that is out of proportion to reality.
81–84	Psychosis: Severely dysfunctional behavior characterized by anxiety, reduced functioning, limited awareness, and personality disintegration; out of touch with reality.
85–88	Reminiscence: Systematic review of life experiences.
89–91	Repression: Involuntary exclusion of painful memories.
92–94	Schizoid: Pervasive pattern of strange thoughts, dress, and relationship deficits.
95–97	Somnambulism: Sleepwalking.
98–100	Word salad: Jumbled disconnected words (e.g., down far Black strip grass).

Types of Treatments

The doctor promotes a therapeutic environment for the patient used so far by helping in the different types of treatment. Treatment usually takes from one to twelve months. Major therapies are ***somatic***, ***electroconvulsive***, and ***milieu***.

Somatic Therapy uses antipsychotic drugs as treatment to mental instabilities. It stops or diminishes disabling symptoms such as aggression, hallucinations, irritability, delusions. Major side effects are extrapyramidal side effects (EPS) such as restlessness, shuffling gait (foot), muscle rigidity, urinary retention, low blood pressure, sedation, and high temperature. Antidepressants are also used in somatic therapy. It causes stimulation the extremities by mood elevation.

Electroconvulsive Therapy is a series of controlled electrical currents applied to the brain to produce grand mal seizures; it is given under anesthesia. ECT is used only as a last resort when all other treatments of certain depressions do not help the patient.

Milieu Therapy is a passive therapy. The environment can promote recovery and health. It manages physical and psychological aspects of the patient's environment to promote behavioral changes. Increasing or decreasing environmental stimuli also promotes patient's interactions, protects the patient, and enhances the patient's personality. Milieu therapy is used together with these additional therapies:

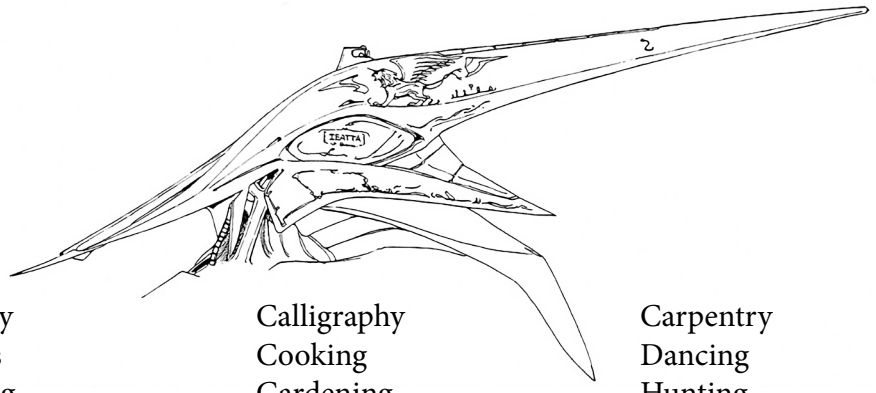
Occupational Therapy	**Recreational Therapy**
Group Therapy	**Patient Education Groups**
Discharge Groups	**Family Therapy Groups**
Music Therapy	**Dance Therapy**
Pet Therapy	**Movement Therapy**
Psychodrama	**Reminiscence Therapy**

Character Skills

All characters will have training skills of some kind or another. In this universe, the average character is literate. He knows how to read and write to a fair degree. The following skills represent other skills the character learned or trained in, to stand out from the average character. Some skills have additional requirements that the character needs. All required additional skills need to reach a skill level five (5) in order for the character to get that skill.

Professional Training Skills

The skills on the skill's list marked with a dagger (†) are professional skills. Professional skills are highly specialized areas of training and knowledge at a professional level. Since these skills are specialized, all requirements (if any) for these skills need to reach a skill level of fifteen (15) or higher before they could be chosen. When selected, the skill rating starts at level three (3). To increase a professional skill, it takes twenty (20) skill points to increase the skill to the next level.



Skills List

Personal Training Skills

Art Appreciation†	Authority	Calligraphy	Carpentry
Computer Hacking	Contacts	Cooking	Dancing
Fishing	Gambling	Gardening	Hunting
Jury-Rigging	Musical Instrument	Persuasion	Photography
Research	Salvaging	Seduction	Singing
Spelunking	Streetwise	Survival†	

Physical Training Skills

Acrobatics	Air Conserving	Athletics	Body Building
Boxing	Climbing	Combat-Expert	Combat-Intermediate
Combat-Higher	Combat-Novice	Gravity Movement	Gymnastics
Mountain Climbing	Prowling	Running	SCUBA Swim
Space Survival	Swimming	Wrestling	ZeroG Movement

Scientific Training Skills

Artificial Intelligence†	Astrology	Astronomy	Astrophysics†
Biology	Botany	Cybernetics†	Entomology
Exo-biology†	First Aid	Forensics	Higher Chemistry
Higher Math	Holistics	Lower Chemistry	Lower Math
Medical Doctor†	Paramedic	Plastic Surgery†	Zoology

Technical Training Skills

Aerial Navigation	Aircraft Mechanics	Automobile Mechanics	Bio-Implant Mechanics
Computer Networks	Computer Operation	Computer Programming	Computer Repair
Cryptography	Electrical Engineer	Electricity Generation†	Electronic Radio Jamming
Helicopter Mechanics	Interplanetary Navigation	Interstellar Navigation†	Jet Aircraft Mechanics
Land Navigation	Laser Communication	Locksmith	Lower Electronic
Lower Mechanics	Lower Radio Communications		Mechanical Engineer
Micro Electronics	Microwave Communications		Networking
Oceanic Navigation	Optic Lens System	Orbital Navigation	Oxygen Systems
Radar/Sonar Operation	Radio Scramblers	Robot Electronics	Robot Mechanics†
Satellite Relays	Satellite Systems	Sensory Equipment	Star-Drive Mechanics†
Surveillance System	Television/Video	Weapon Systems	Weapons Engineer

Skills List (Continued)

Pilot Training Skills

Airplane	Animal	Automobile	Exoskeleton
Helicopter	Hovercraft	Jet Airplane	Jet Fighter
Jet Packs	Motor Boats	Motorcycles	Robot Combat†
Robot Operations	Sail Boats	Ships	Space Shuttles
Space Suits	Space Yachts	Spacecraft†	Submarines
Tank/APC Pilot	Truck/Haulers		

Military Training Skills

Ambush Detection	Armorer	Concealment & Detection†	Defense Systems
Demolitions	Disguises	Escape Artist	Forgery
Impersonation†	Interrogation	Micro-Storage Technology	Military Intelligence
Ordinance Disposal	Palming	Pick Pockets	Picking Locks
Safe-Cracking	Sniper Shooting	Tracking	Voice Imitation

Weapons Training Skills

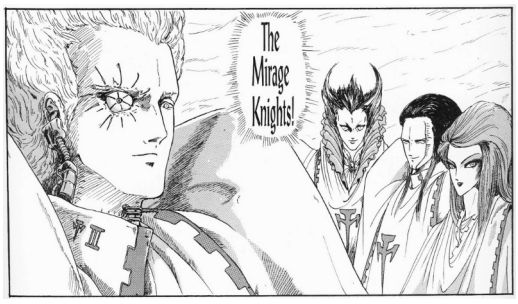
Archery	Automatic Pistol	Black Powder	Blunt Weapons
Chained Weapons	Dart Shooters	Energy Pistols	Energy Rifles
Energy Heavy Weapons	Military Heavy Weapons	Knives	Shotgun
Sling Weapons	Spears	Staves	Sub Machine-guns
Swords	Thrown Weapons		

Skills Descriptions

Personal Training Skills

Art Appreciation: This skill gives the character the ability to evaluate art works of all sorts, figure out the price and value the art, and could create original art works. The lower the art, the more difficult to become a connoisseur of fine art. Original art works come out not intended of what it was supposed to be.

Authority: This is the ability to intimidate, control, and manipulate others through authoritative position as a law enforcer. This skill represents the law enforcers' ability to use the law to get what he wants.



Calligraphy: This skill provides the character to make beautiful letters with special writing equipment. The character can also make all types of handwritten certificates, announcements, signs, and cards of all occasions. This skill adds a +1 skill rating to forgery.

Carpentry: This skill allows the character to built products from wood. This gives the fundamental skill to prepare and use the necessary tools, plan, and preserve wooden items. The character is also able to recognize the attention to detail of wood products.

Computer Hacking: This gives the character the ability to break into computer systems. This skill of a combination of computer operation and telephone networks to break into other computer systems.

Requirements/Bonuses
Computer Operation

Contacts: This is the ability to keep track of people you meet and use them for information. Contacts could be anybody from the guy next door to the leader of and entire star empire.

Requirements/Bonuses
Persuasion, Seduction

Cooking: This skill would probably be very important to the character was stranded in the middle of nowhere. This gives him/her the ability to gather food, prepare, and cook them into an edible form. With a low cook the meal could come out uneatable.

Dancing: This is a skill practiced throughout the known

universe. Characters with this skill move smoothly, learn and teach new dance steps, and are more flexible than anyone who does not know how to dance. It adds +1 to dodge. Since this skill is connected with agility, the maximum skill rating for this skill is equal the agility trait.

Fishing: The ability to catch fish in fresh and salt water. Fishing knowledge includes the use of lures, baits, poles, lines, cleaning and preparation, and other methods of catching fish for eating. The character also has knowledge of what kinds of fish are edible and which are poisonous.

Gambling: This skill gives the character the ability to figure out the odds, know when and how to make bets, and play all games of change successfully. A good skill could probably get the character quick cash. All professional gamblers know very well that winning is not luck, its very hard work. Beware that losing could increase you debts.

Gardening: This is the ability for the character to grow enough vegetables to eat. It also allows him to select the necessary tools and condition soil to grow vegetables. The character also has knowledge of edible plants in a wilderness.

Hunting: This skill allows the PC to hunt, track, and prepare an animal for food.

Requirements/Bonuses
Prowling, Tracking

Jury-Rigging: This skill gives the character the ability to repair almost anything or built anything from scratch materials. Whatever he puts together, there is no guarantee that it will hold. It will break down equal to skill roll in minutes.

Musical Instrument: This skill allows the PC to play a musical instrument fairly. He could also read and write musical scores. The PC must select what kind of instrument he wants to play. This skill must be selected for each additional instrument the character wants to play. Characters without this skill or makes a failed skill roll plays random noise from the instrument.

Persuasion: This skill allows the character to talk another person into doing what he wants.

Photography: This skill gives character knowledge in taking and processing pictures with a camera. Characters will also know how to load, develops, and enlarge film. The character could also determine the proper light and background setting for taking good pictures.

Research: This skill gives the character basic abilities to looking for information. The character cannot research high security information and classified military information. It only applies to information widely available to the general public.

Salvaging: This skill allows the character to identify, search, and evaluate the value of scrap or damaged products or materials. It is helpful in selling scrap for money. The character will also have knowledge of where to find scrap materials.

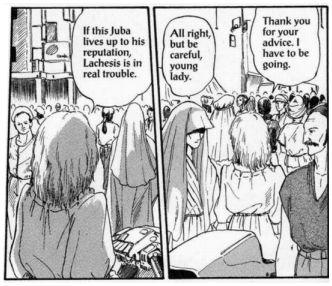
Seduction: The character can form and maintain relationships. This skill could be used to form relationships with NPC's.

I am so much more gentle than my uncle.
Really! If so, why not let me support your rear position, so to speak.
If you're so inclined, come over any time.

Singing: The ability to read music, write music, and sing a good songs. Characters without this skill will sing coarsely and horribly.

Spelunking: This is the skill and art of exploring caves. Untrained characters wondering in large natural caverns have a slim chance of survival and loose direction. They become lost.

Streetwise: This skill allows the character to know the darker side of city life. He could probably recognize gang members, dealers, black market locations, and other underworld organizations.


If this Juba lives up to his reputation, Lachesis is in real trouble.
All right, but be careful, young lady.
Thank you for your advice. I have to be going.

Requirements/Bonuses
Contacts

Survival: The ability to stay alive out in the wilderness. Also includes survival to exposure from the elements, basic path finding, and other basic survival skills. Characters without this skill will last for a few days until their supplies run out and starve.

Requirements/Bonuses
Fishing, Gardening, Hunting

Physical Training Skills

Acrobatics: This skill gives the character agility, balance, and strength. Other physical abilities include rolls, somersaults, leaps, and falls.

Requirements/Bonuses
+3 Save vs. Falling down, +2 Skill rating to any Climbing and Prowl skill, +1 Strike, parry, dodge, and block, +2D4 DH

Air Conserving: This skill allows the character to reduce the amount of air or oxygen he consumes. It is helpful where air and oxygen is scarce.

Athletics: This skill is the training of vigorous exertion for sports, exercises, and contests of strength, endurance, and agility.

Requirements/Bonuses
+1 Strike, parry, dodge, and block, +10 Meters per minute running, +1D8 DH

Body Building: The character builds muscle tone and body strength through weight lifting and exercise.

Requirements/Bonuses
+5 Additional damage, +10 DH

Boxing: Fighting with fists. The training helps in building the body and strengthening the reflexes.

Requirements/Bonuses
+1 Additional attack, +2 Parry, dodge, and block, +4 Additional damage, +3D6 on DH

Climbing: Knowledge of the tools and techniques for climbing up sheer surfaces up to 50 degree angles. Players should roll once for every 10 meters of vertical climb. Adds a +2 skill rating to mountain climbing and spelunking.

Requirements/Bonuses
+1D6 DH, Damage from Falls: 1D10 DH each additional 10 meters of height.

Combat-Expert: This combat form gives the character good self defense skills and is used by professional fighters. **See Physical Combat Skills Chart.**

Combat-Intermediate: This combat skill gives the character a fair degree of defense and is used by soldiers. **See Physical Combat Skills Chart.**

Combat-High: This is the most advanced form of combat equal to martial arts. **See Physical Combat Skills Chart.**

Combat-Novice: This form of combat is the basic from of defense used by normal people or street gangs. **See Physical Combat Skills Chart.**

Gravity Movement: For characters born in space. This allows character to move normally in the presence of gravity. Characters without this skill moves more slowly (by half) and receives a -5 to strike, dodge, parry, block, and initiative. Characters born in gravity automatically get this skill and not required to up down on your skills list.

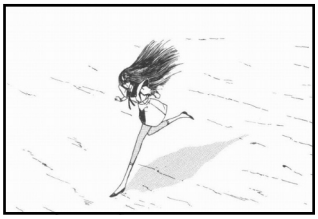
Gymnastics: Learning to do falls, rolls, tumbles, cartwheels, and to work on rings and parallel bars. This skill also tones the muscles and increases body flexibility.

Requirements/Bonuses
+2 Save vs. Falling down, +1 Skill rating to any Climbing and Prowl skill, +1 Dodge and block, +1D6 DH

Mountain Climbing: Unlike a climber, a mountaineer is experienced in the use of specialized mountain climbing gear and knows all the skills of survival in the rugged high altitude environment.

Prowling: This skill allows the PC to move quietly and slowly. Training includes balance, footing, pacing, positioning, low visibility, and crawling. A failed roll means that the character has been detected.

Running: This is the general exercise to build up endurance and speed.



Requirements/Bonuses
+15 Meters per minute running, +1D4 DH

SCUBA Swim: Acronym for Self-Contained Underwater Breathing Apparatus. Characters learn the methods of skin diving and underwater swimming, and use of oxygen tanks, masks and flippers.

Requirements/Bonuses
Swimming, +2 Dodge underwater, +1D6 DH

Space Survival: With this skill, the character can survive for an extended period in a hard vacuum. The character must still be in a protected suit. Characters without this skill will die in about one combat round (10 seconds) while characters having this skill will survive about two times END in seconds.

Requirements/Bonuses
Air Conserving

Swimming: The basic skill of keeping afloat, dives, lifesaving, and swimming techniques. The character can swim the distance of END times three in meters.

Wrestling: Basic wrestling is more of a sport than a combat skill, but it does provide useful combat training. This is not the more "popular" form of wrestling seen on TV, but the Olympic sport.

Requirements/Bonuses
+5 Entangle, +2 Block, +4D6 DH

Zero-G Movement: This allows character to move normally without the presence of gravity. Characters without this skill moves more slowly. All combat moves are cut by half and rounded down. Characters born in space automatically get this skill.

Requirements/Bonuses
-5 to strike, dodge, parry, block, and initiative

Scientific Training Skills

Artificial Intelligence: This skill enables the character to understand how an artificial intelligence works. He also understands how they think, react, communicate with them, and reprogram them. This skill also enables the character to create artificial intelligences.

Requirements/Bonuses
Computer Operation, Computer Programming

Astrology: This skill lets the character "read" the future of another character by the alignment of the stars. He could only see about an hour into the future and is only 10% accurate. The future he sees is one of many possible futures. A successful roll means that the possible future is 10% accurate, otherwise it is a bad prediction.

Astronomy: This skill gives the character basic knowledge of the stars, planets, nebulae, and other heavenly bodies in space and their positions.

Astrophysics: This is the knowledge of stellar astronomy and how it relates to physics, quantum mechanics, relativity, and other explanations for the creation of deep space phenomena.

Requirements/Bonuses
Astronomy, Lower Math, Higher Math

Biology: The basic understanding of cells, anatomy, physiology, evolution, and genetics is living creatures.

Botany: This is the study of plants. Plant categories and functions are studied extensively. Characters will know the basics of cross-fertilization, germination, plant grafting, and growing experimental plants.

Cybernetics: This skill enables the character to surgically remove limbs and organs and replace them with cybernetic or bionic replacements. He could also repair, service, or modify a cybernetic or bionic attachment to a fair degree if not too badly damaged. The quality of work he does depends on the surgical environment; hospital, clinic, garage, or wilderness.

Requirements/Bonuses
Medical Doctor, Micro Electronics, Robot Electronics

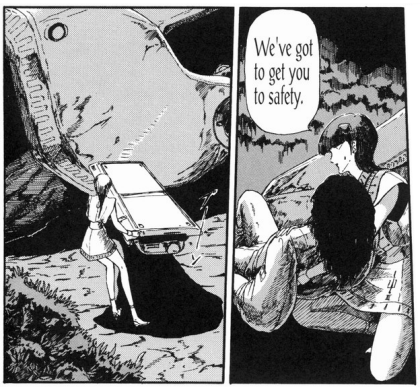
Entomology: This skill gives the character basic knowledge of insects. He could research and develop materials, chemicals, and drugs from insects. Characters could also develop chemicals for insect control or extermination.

Requirements/Bonuses
Biology, Lower Chemistry, Higher Chemistry

Exo-biology: This skill allows the character to understand alien biologies he may encounter.

Requirements/Bonuses
Biology, Botany, First Aid, Medial Doctor

First Aid: This skill gives basic medical treatment that includes how to bandage wounds, stop bleeding, administering CPR, antiseptics, anti-inflammatory, and pain killers.



Forensics: This skill gives basic knowledge of police skills and criminal science. It includes simple criminal law, fingerprinting, ballistics, and other general investigative techniques. Forensic medicine is also included, allowing the character examine foreign chemicals in the body, find evidence of time of death, cause of death, and other details when examining a corpse.

Requirements/Bonuses
Biology, Chemistry, Higher Chemistry, Higher Math

Higher Chemistry: This skill give the character higher knowledge in chemical engineering theory, useful in the analysis of compounds and their practical applications. Characters will be highly skilled in the use of laboratory equipment, analyze, and development of new synthetic chemicals.

Requirements/Bonuses
Lower Math, Higher Math

Higher Math: This skill includes additional knowledge in algebra, geometry, trigonometry, calculus, statistics, probability, and other techniques for higher math.

Holistics: The skill allows the character recognize, create, administer, and prescribe herbal medicines derived from plants. Plants are seasonal and some may not be available for preparation at certain times. A failed roll means that the medicine is poison and requires a saving throw vs. poison/toxins. A successful roll means

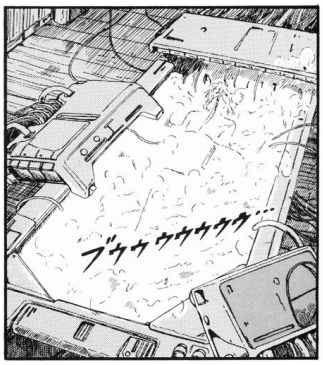
that the concoction works.

Requirements/Bonuses
Lower Chemistry, Botany, First Aid

Lower Chemistry: This gives the character basic understanding of chemical principles and formula. Characters know lab procedures, producing and synthesizing known basic chemicals, and lab assisting.

Lower Math: This is the basic knowledge of math that includes basic addition, subtraction, multiplication, division, and fractions.

Medical Doctor: The character has an MD or Ph.D. and is a practicing doctor. The areas of training are medical discipline, code of ethics, laboratory skills, techniques, methods of data collection, physiology, basic principles and procedures of pathology, basic pharmacology, and performing surgical procedures.



Requirements/Bonuses
Biology, Pathology

Paramedic: This is the higher form of medical emergency treatment that includes all first aid techniques, the setting of broken bones, suturing of wounds, uses of oxygen and emergency equipment, use of drugs, knowledge of how to move a critically injured person, and other lifesaving techniques. The paramedic is the equivalent of a clinical nurse.

Plastic Surgery: The ability to manipulate a person's features, under surgery, to correct bodily problems, or to create a new appearance of the character.

Zoology: This skill allows the charter to understand the needs, habits, habitats, and abilities of animals to survive.

Requirements/Bonuses
Biology

Technical Training Skills

Aerial Navigation: This skill is used for determining position in the sky, especially at night or over water.

Aircraft Mechanics: This is the understanding, repairing, rebuilding, modifying, and redesigning of conventional aircraft and its engines. This includes single and twin engine airplanes, fanjets, and air carriers.

Automobile Mechanics: This is the ability to repair, rebuild, modify, and redesign conventional vehicles with internal combustion engines. He also has skills in bodywork, diesel engines, and air conditioning systems.

Bio-Implant Mechanics: This skill allows the character to identify, service, or repair all types of cybernetics or bionics enhancements. He cannot build or modify and existing enhancement.

Requirements/Bonuses
Lower Electronics, Computer Repair

Computer Networks: The skill gives the character the ability to get information out of computerized data networks. Characters with this skill can use their abilities to track down names, addresses, phone numbers, license plates, and anything else. The information the character can collect are basic public information and unsecured information. It does not include highly specialized secret data or military data.

Requirements/Bonuses
Computer Operation, Networking

Computer Operation: This is the knowledge of how computers work and the skills to operate peripherals like keyboards, printers, and modems. Characters can follow computer directions, enter and retrieve information, and similar basic computer operations.

Computer Programming: This skill enables the character to design, program, debug, and test computer programs in various computer languages.

Requirements/Bonuses
Computer operation, Lower Math, Higher Math

Computer Repair: This is the knowledge of the internal electronics of computers and related devices. The character can repair, modify, upgrade, sabotage, or fix computers.

Cryptography: This is the skill of recognizing, designing, and cracking secret codes and messages. After ten minutes of studying a simple code or cipher, a character can attempt to recognize what kind it is using the usual roll. This skill is only implies towards printed or written data. When encountering electronic codes, computer operation is required for successful decryption, but not necessary.

Electrical Engineer: This is the knowledge of electricity.

Characters with this skill can diagnose and locate electrical problems on non-computer equipment. It is also possible to put together electrical equipment, but not power sources. The character can attempt to bypass security systems and burglar alarms at a 2 skill rating roll.

Requirements/Bonuses
+1 skill rating to Surveillance.

Electricity Generation: This skill allows the character to understand, repair, and crate electrical or energy generators. The character must have the necessary tolls and materials. This process can take as long as one month depending on the size and power output of the generator.

Requirements/Bonuses
Mechanical Engineer, Electrical Engineer

Electronic Radio Jamming: This skill is useful for preventing the enemy's communications from working properly. This skill also allows tracking the enemy's attempts at avoiding the jammed frequencies. This means the enemy's general location can be traced. This skill also gives the character knowledge in electronic counter measures against jamming.

Helicopter Mechanics: This is the specific mechanics skill for understanding, modifying, and repairing helicopter gears and systems.

Interplanetary Navigation: Training in the use of navigational computers and charts throughout a solar system within 5 billion Km of a star or sun.

Requirements/Bonuses
Computer Operation, Orbital Navigation

Interstellar Navigation: This skill allows the character to navigate spacecraft through interstellar space with the aid of navigational computers and charts. In the event the character does not have charts or computers, the character has a 60% chance of correcting the course. A failed roll means that the spacecraft of 2D10 billion Km off course. Of course, they will not know until they think they reached their destination.

Requirements/Bonuses
Astronomy, Interplanetary Navigation

Jet Aircraft Mechanics: This is the specific mechanics skill for understanding, modifying, and repairing jet aircraft gear and systems. Covers all jets, turbo fanjets, and scramjets.

Land Navigation: This skill allows the character to stay on course while traveling over land by sight. The skills includes mentally marking landmarks, recognizing geographic landmarks, estimating distance and movement, recognizing sounds, night travel, and other navigational tricks. A failed skill roll means that he is 1D10 Km of the correct course.

Laser Communications: This skill gives the character specialized knowledge using, connection, and reading of laser systems and other fiber optic systems used in communications.

Requirements/Bonuses
Lower Radio, Electrical Engineer, Optic Lens Systems

Locksmith: This is the study of lock designs and ability to repair, build, modify and "open" locks. The methods, techniques, and tools of lock picking include the old-style key and tumbler, combination, and modem electronic locking. The time it takes is seconds for simple locks and hours for very difficult locks. When working on electronic locks with a failed skill roll, there is a 30% chance of damaging the lock, preventing further tampering.

Lower Electronics: This is a basic understanding of the principles of electricity, simple circuits, circuit board design, and wiring. The PC can do basic wiring, repair appliances, and read electronic schematics.

Lower Mechanics: This skill gives the character the basic understanding of how machinery operates. He can repair and maintain simple mechanisms, hovercraft, motorcycles, and common automobiles.

Lower Radio Communications: This is the knowledge of the operation and maintenance of field radios and walkie-talkies (CBs). Other skills include wiring, installation, radio procedures, communication security, visual communications, and Morse code.

Mechanical Engineer: This skill gives the character the training, understanding, and knowledge of how machinery is designed, operated, built, and maintained. Characters can attempt to redesign, modify, sabotage, repair, or construct mechanical devices. Bonuses are +1 skill rating to locksmith and surveillance skills if the character has them.

Micro Electronics: This skill gives the character the basic skills for soldering connections, boards, wiring, integrated circuit board design, and power supplies to construct microchip based electronics.

Requirements/Bonuses
Lower Electronics

Microwave Communications: This skill gives the char-

acter experience in the use of microwave equipment, transmitters, and receivers for communications.

Networking: The character knows everything from the wiring of desktop telephones, phone taps, tracing calls, to the switching methods used for international communications. Other skills that are included are fax machine operation, modem operation, computer protocols, and network designing.

Requirements/Bonuses
Computer Operation

Oceanic Navigation: This skill allows the character to navigate in huge seas or oceans beyond the view of land.

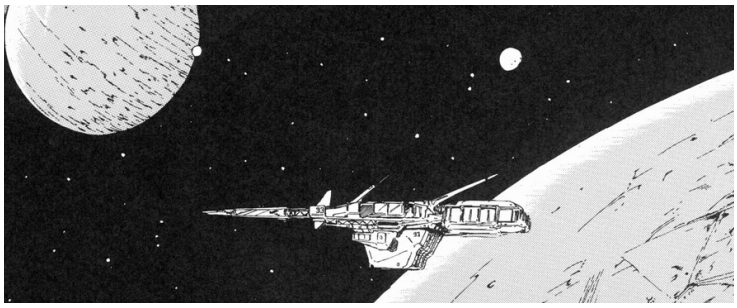
Requirements/Bonuses
Lower Math

Optic Lens Systems: This skill gives training in a variety of optic systems from video to optical enhancement devices to laser optics. The character will understand the operation of optical readings, recording, transmission, and use of special equipment like thermo-imagers, passive light intensifiers, infrared, and ultraviolet. Other skills include the basic knowledge of fiber optics and optical amplifiers.

Requirements/Bonuses
Photography

Orbital Navigation: The character is trained in navigating near planetary bodies.

Requirements/Bonuses
Lower Math, Higher Math



Oxygen Systems: This skill allows the character to know how to find different ways to create oxygen or an air mixture from raw materials on hostile space and planetary environments.

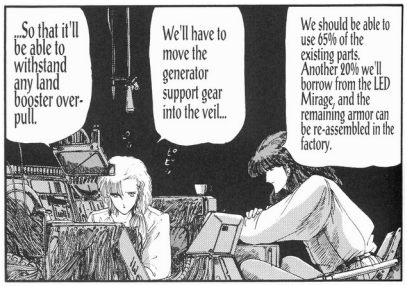
Requirements/Bonuses
Mechanical Engineer

Radar/Sonar Operation: This skill gives the character the skill to use radar and sonar equipment to precisely locate aircraft, ships, and submarines. The character also has a basic understanding of repairing sonar and radar equipment only.

Radio Scramblers: This skill is the training in the use of electronic masking, scrambling/unscrambling equipment, and security codes for increased security in communications.

Requirements/Bonuses
Cryptography

Robotic Electronics: This is the specialized skill in robotics. The character understands robotic circuits, basic artificial intelligence and robotic engineering theory.


...So that it'll be able to withstand any land booster over-pull.
We'll have to move the generator support gear into the veil...
We should be able to use 65% of the existing parts. Another 20% we'll borrow from the LED Mirage, and the remaining armor can be re-assembled in the factory.

Requirements/Bonuses
Micro Electronics

Robotic Mechanics: This is a higher mechanic skill that allows the character to build, modify, and repair robots. This skill applies to all types of robots, power armor and Mortar Headds.

Requirements/Bonuses
Computer Operation, Computer Programming, Computer Repair, Robot Electronics

Satellite Relays: This is an understanding in the methods and operations of satellite transmissions and communication.

Requirements/Bonuses
Networking

Satellite Systems: This skill allows the character to understand, create, identify, strip-down, and repair orbital satellites.

Requirements/Bonuses
Mechanical Engineer, Satellite Relays

Sensory Equipment: Individuals with this training can maintain, understand, operate, and interpret sensory data from all types of conventional sensor devices. These devices include radar, sonar, motion detectors, surveillance equipment, optical enhancement, instrument panels, and so on.

Star-Drive Mechanics: This skill allows the character to repair and modify various types of spacecraft engines.

Requirements/Bonuses
Lower Electronics, Lower Mechanics, Electricity Generation, Electrical Engineer

Surveillance System: This skill gives the character knowledge of surveillance systems like motion detectors, trip alarm systems, complex alarm systems, video and camera equipment, amplified sound systems, miniature listening devices, recording methods and some optical enhancement systems.

Requirements/Bonuses
Lower Electronics, Electrical Engineering

Television & Video: With this skill, the character knows techniques and understanding of video and audio, filming, editing, special effects, and transmission equipment.

Weapon Systems: This is the complete understanding of weapon units and systems incorporated in vehicles. Character get a +2 strike with any weapon mounted on any vehicle.

Weapons Engineer: This skill allows the character to maintain, repair, modify, build, mount, and figure out commercial weapon systems. He could also recharge energy clips and arm weapons

Pilot Training Skills

Airplane: This skill allows the character to know the operation of common propeller, single and twin engine, and turbo propeller types.

Requirements/Bonuses
Aerial Navigation

Animal: This skill allows the character to ride on backs of large beasts. He can also care, feed, breed, and recognize what types of animals are good for riding. Aimed shots on a moving animal are impossible. +1 dodge and parry while riding on an animal.

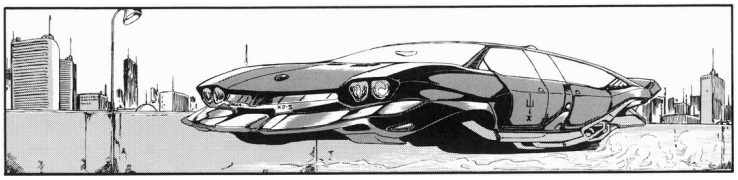
Automobile: The character could operate tired cars, station wagons, vans, dune buggies, jeeps, SUVs, pickup trucks, etc.

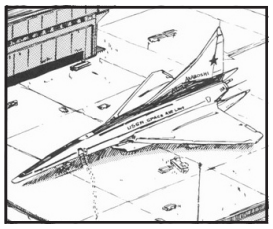
Exoskeleton: This piloting skill enables the character to pilot any type of exoskeleton, power armor, or slave trooper armor. It also teaches the basic defensive movements of exoskeletons.

Helicopter: The character knows the operation of small, two seater, observation types, large transports, and assault helicopters.

Requirements/Bonuses
Aerial Navigation

Hovercraft: This skill allows the character to operate any type of hovering vehicle (not power armor) and hover cycles offensively and defensively.





Jet Airplane: This skill enables the character to operate jet aircraft. Piloting includes fanjets and commercial jetliners.

Requirements/Bonuses
Aerial Navigation

Jet Fighter: This is the training in the operation, maneuvering, techniques, and weapon systems of conventional jet fighter planes.

Requirements/Bonuses
Aerial Navigation

Jetpacks: This skill enables the character to use and operate personal jetpacks mounted on the back of a character. It also gives a +3 to dodge while flying a jetpack.

Motor Boats: The character knows how to operate large and small non-sail boats, but not ships. It also includes hydrofoils.

Requirements/Bonuses
Oceanic Navigation

Motorcycles: The ability to operate tired dirt, country, and street motorcycles. The character gets +2 to dodge while driving a motorcycle.

Robot Combat: This skill enables the character to offensively pilot all exoskeletons and robots in combat situations. This skill must be selected for each type of exoskeleton or robot Refer to the **Robot Combat Bonus Chart** for combat bonuses.

Requirements/Bonuses
Exoskeleton or Robot Operations, Weapon Systems

Robot Operations: This piloting skill enables the character to pilot any type of large robots over three meters high. It also teaches the basic defensive movements of robots.

Requirements/Bonuses
Sensory Equipment

Sail Boats: The PC knows the operation of small sailing boats and sailing yachts that do not have motors.

Requirements/Bonuses
Oceanic Navigation

Ships: The character knows the operation of large ocean supertanker and other large ocean going vessels.

Requirements/Bonuses
Oceanic Navigation

Space Shuttles: This allows the character to operate medium type spacecraft that travel within a solar system.

Requirements/Bonuses
Orbital Navigation, Interplanetary Navigation

Space Suits: This skill allows the character to operate a vehicular space mobile suit outside a spacecraft or on a planet with a hostile environment.

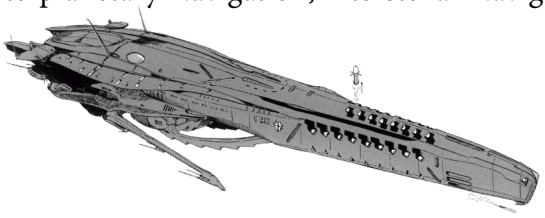
Requirements/Bonuses
Oxygen Conservation, Zero-G Movement

Space Yachts: This is the operation of small solar-sail spacecraft that do not have star-drive engines. The space yachts are spacecraft that do not venture far from a star system and do not attain great speeds.

Requirements/Bonuses
Orbital Navigation, Inter-planetary Navigation

Spacecraft: With this skill, the character knows the operation of large spacecraft and other large spacefaring vessels.

Requirements/Bonuses
Interplanetary Navigation, Interstellar Navigation



Submarines: This is the operation of large and small basic underwater craft, but not military types.

Requirements/Bonuses
Oceanic Navigation

Robot Combat Bonus Chart

Skill Rating:	L0	L1	L2	L3	L4	L5	L6	L7	L8	L9
Strike			+1		+1		+1		+1	
Dodge		+1		+1		+1		+1		+1
Parry		+1	+1	+1		+1	+1		+1	
Block			+1		+1			+1		+1
Initiative				-1						-1
Attacks						+1				+1

Skill Rating:	L10	L11	L12	L13	L14	L15	L16	L17	L18	L19
Strike	+1		+1		+1		+1		+1	
Dodge		+1		+1		+1		+1		+1
Parry	+1	+1	+1		+1	+1		+1		+1
Block				+1			+1			
Initiative			-1		-1				-1	
Attacks					+1				+1	

Tank/APC Pilot: The piloting of all military armored assault vehicles, armored all terrain vehicles, amphibious recon, and other, armored heavy vehicles. NOTE: This skill is limited to military type character templates.

Truck/Haulers: This is the operation of larger manual or automatic transmission trucks that include vans and trailers.

Military Training Skills

Ambush Detection: The character has an eye for spotting locations and terrain suitable for ambushes, being ambushed, and trapped.

Armorer: This skill is the military version of a weapons engineer. The character can maintain, repair, modify, mount, and evaluate most military weapons. Also included are assembling, installing, and repairing vehicle weapons and armor.

Requirements/Bonuses
Weapons Engineer

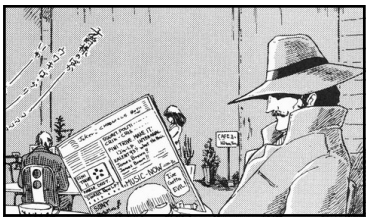
Concealment & Detection: This skill is the ability of hiding something on ones body or in hand. Objects must be no larger than 15 centimeters in height and length, 10 centimeters in width and weight 1 (one) kilogram or less. Larger and heavier objects are more difficult to conceal and get a 2 skill rating roll. This skill also enables the individual to spot and recognize camouflaged, traps, buildings, and vehicles and also the ability to construct virtually undetectable shelters that blend into the environment.

Defense Systems: This skill gives the character understanding, operation, repairing of military satellites, and space station defensive weaponry.

Requirements/Bonuses
Satellite Systems

Demolitions: This skill provides the person with an higher knowledge in the use and workings of explosives and detonation devices, for the purpose of blowing up bridges, buildings, and sabotage. This includes knowledge of all types of explosives; mines, dynamite, plastics, nitro and blasting caps.

Disguises: The character knows how to apply makeup, wigs, skin putty, and other special effects to alter his own appearance or somebody else.



Escape Artist: The character knows the methods, principles, and tricks of escape artists. By tensing, relaxing muscles, flexing, and popping joints, the character can try slipping out of most handcuffs, straight jackets, and other enclosed areas.

Forgery: The character is knowledgeable about the techniques of making false copies of official documents, signatures, passports, ID's, and other printed material. The character must have an original or photocopy to work from, in order to make an accurate copy. Skilled forgers can recognize other counterfeits at 4 skill rating roll.

Requirements/Bonuses
Calligraphy

Impersonation: This skill enables a person to impersonate another person in general. This means the person must have a basic knowledge of the person or general type of personnel that he is impersonating. The skill requirement, Disguises, is optional for this skill.

Interrogation: This skill includes training in the questioning of prisoners, captives, and informers, and the extraction of that information.

Micro-storage Technology: This is the knowledge of producing, storing, and reading of micronized text and pictures into a very tiny area.

Requirements/Bonuses
Photography

Military Intelligence: This is the specific training of the practices and principles of recognizing and analyzing sources of information about the enemy, observation techniques, counterintelligence measures, and proper procedures. Training includes the practical evaluation of sights and sounds, estimate ranges, what to report, handling of prisoners, and handling captured documents and equipment.

Ordinance Disposal: This skill allows the character to safely defuse unexploded mines, bombs, explosive booby traps, dud artillery, dud explosive charges, or any other explosive device. Disarming detonation timers is an included skill.

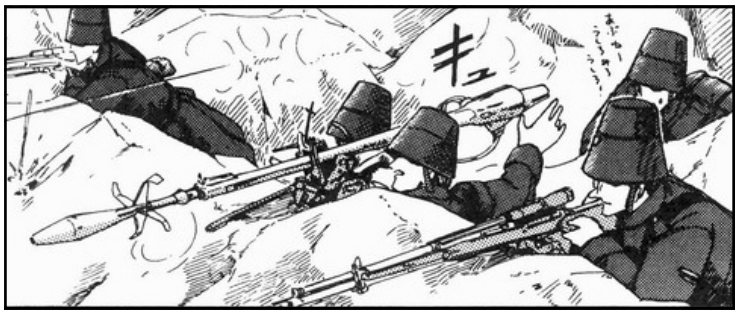
Palming: This is simply the ability to pick up and make a small object disappear by hiding or concealing it within the hands. Adds a bonus of +2 skill rating to the pick pocket skill.

Pick Pockets: This is an ability to remove small items from a person without their being aware of it. If a failed roll, the item has not been removed. There is a 60% chance that the victim recognizes the intent of the pickpocket.

Picking Locks: The character knows the methods, techniques, and tools for picking/opening key and basic tumbler type locks. It takes 1D6 combat rounds for each attempt to pick a lock. This skill does not include electronic locks.

Safe Cracking: The character has knowledge of various safe types, lock boxes, security rooms, and methods for illegal entry. It takes 30 seconds or less to open a simple combination and three minutes for a complicated safe lock. For each unsuccessful roll, one minute is added to the time.

Sniper Shooting: This skill represents special training in long-range rifle firing and shooting ability. The character gets +2 to strike on an aimed shot.



Tracking: This skill allows the character to identify tracks by following the path of men or animals by the signs they leave on the ground and on vegetation. The skill includes the identification of tracks, determine whether the person being tracked, loaded down with equipment, running, moving slowly, gender, walking backwards, injured, and other tracking signs. Counter tracking techniques are also included, such as covering the trail, avoiding obvious traps, avoid misdirection, avoid parallel trails, and so on.

Voice Imitation: With this skill, the character can attempt to imitate the voice, accent, and expressions of another person.

Weapons Training Skills

Archery	Automatic Pistol
Black Powder	Blunt Weapons
Chained Weapons	Dart Shooters
Energy Pistols	Energy Rifles

Energy Heavy Weapons
Military Weapons KnivesShotgun
Sling Weapons Spears Staves
Sub Machine-guns SwordsThrown Weapons

Weapons Bonus Chart

Skill Rating:	L0	L1	L2	L3	L4	L5	L6	L7	L8	L9
Strike			+1		+1		+1		+1	
Parry†		+1	+1	+1		+1	+1		+1	
Skill Rating:	**L10**	**L11**	**L12**	**L13**	**L14**	**L15**	**L16**	**L17**	**L18**	**L19**
Strike	+1		+1		+1		+1		+1	
Parry†	+1	+1	+1		+1	+1		+1		+1

†Parry bonuses do not apply to projectile weapons.

Physical Combat Skills Chart

Combat Skill Type	Skill Points	Start Level	Attacks	Critical
None	1	L0	1	20
Novice	2	L1	2	20
Intermediate	3	L1	2	20
Expert	4	L2	2	19–20
Higher	5	L2	3	18–20

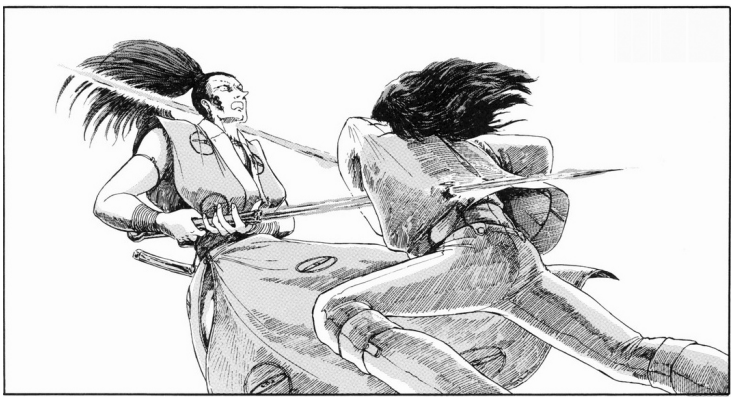
Level Bonuses:	L0	L1	L2	L3	L4	L5	L6	L7	L8
Strike+1		+1		+1		+1		+1	
Dodge	+1	+1	+1		+1		+1		+1
Parry		+1	+1	+1		+1	+1		+1
Block	+1	+1	+1		+1		+1		
Initiative				-1			-1		
Attacks					+1		+1		+1

The physical combat skills are determined by selecting the combat type chosen. Some character templates may not have any type of combat in the major skills, but may be selected as a secondary skill. As a major skill, the skill points column is not used. As a secondary skill, the number of skill points required to select a type of combat is on the skill points column. Once the combat type is chosen, the player may not change to any other combat type. He must stay with that combat type. The start level is the beginning level of the combat type bonuses. The attack column gives the number of attacks the PC starts with. The critical column gives the critical strike number for the character. This critical strike number is never modified in any form.

The level of the chosen combat type determines the level bonuses of the beginning character. All the bonuses are cumulative. For example, if the PC chose combat-expert, the level is L2. Starting with L0 to L2, the PC gets +1 strike, +2 dodge, +2 parry, and +3 block.

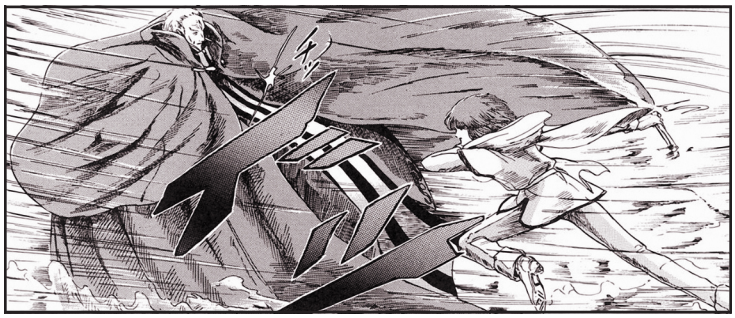
Skill Points & Combat

To increase the characters' bonuses during the lifetime of the character, skill points are used. It takes the current level multiplied by the next level in skill points for the skill bonuses to increase. For example, the PC is L2 in bonuses and he wants to increase his level to L3. Since he is L2 now, it will take six skill points to increase to L3 (L2 x L3 = 6 skill points), and so on. Remember that the bonuses you get in the next level are added to your current bonuses. After L8, the separate bonuses are increased separately. To increase a bonus past L8, it will take L8 multiplied by the number of skill points required for your combat type under skill points. For example, the PC has combat-expert and bonuses are at L8. He wants to increase his strike an additional +1. It will take thirty-two skill points (L8 x 4 = 32) to increase the strike by +1. Increasing bonuses for combat is an exception for saving skill points over twenty. Tell the game master that you are saving skill points for combat.



COMBAT SYSTEM

This combat system is provided for ease of use and simplicity. The system is very streamlined so that the game master could add his own special sub-phases into the system. A twenty-sided die (D20) is used to determine all phases of hand to hand personal combat. The time it takes to complete all the phases of hand to hand personal combat is equal to about ten seconds of real time. Completion of the combat phases is a combat round. A combat round is divided into smaller rounds called attack rounds. The number of attack rounds varies depending of the characters' number of attacks. If the PC has four number of attacks, he has four attack rounds within the combat round.



Phase 1: Determining Initiative

Each of the player characters that wants to enter or unwillingly enters the combat round must roll the initiative. The PC with the lowest roll wins the initiative. All ties are rerolled.

If there are groups of characters, each group could use a group initiative. This could make game play a little quicker. The group selects a PC to roll the group's initiative. The group with the lowest initiative roll goes first. Within the group the PC with the highest agility goes first.

Phase 2: Attack/Defense

The Attack and Defense phase is done simultaneously. Each PC or group may make any type of movement in this phase; walk, run, or use a combat skill. In the heat of battle, using a skill that does not have to do with any type of physical movement is impossible to do. Game masters must use careful judgment on which skills could be used or not used or minus bonuses to a skill.

Attack Rolls

In this sub-phase, all PCs who have entered the combat round and who have won the initiative must make some kind of movement. Usually, if the PC makes some kind of an attacking move, he rolls a twenty-sided die. If the attacking PC rolls a five or less, the attack is unsuccessful. Anything six or higher is a successful attack on the intended target.

Base Physical Attack Damage

Bare Hands: 1D6 + STR bonuses
Kicks: 2D4 + STR bonuses

Natural Twenty & Critical

If the PC rolls a natural twenty, a roll attained from a D20 in an unmodified form, the damage done to the target is doubled (2x). The target is stunned or knocked out for 1D4 combat rounds. This applies to physical attacks with bare hands or some kind of melee weapon. If the attack is done with a projectile weapon, the attack is critical and is NOT double damage. The double damage is done only by physical attacks.

Body Armor

Body armor provides added protection to the PC wearing it. All beginning characters have a defensive rating of zero (0). The attacker rolls a six (6) or better and the PC has a defensive rating (DR) of zero, damage is done directly to the body of the PC. If the PC is wearing body armor, a kevlar vest provides a defensive rating of +4, a roll on a D20 between six and ten hits the armor and no the wearer. With a roll of eleven or better, the damage goes directly to the PC. And usually, the better the armor, the better the protection. Battle armor and all mecha have DR of twenty since they are heavily armored with full protective armor.

Defensive Rolls

After attacking, PCs that are being attacked may defend themselves with a defensive roll. Using a D20 to counter-roll the attack also does this. The defender must roll equal or greater than the attack roll to successfully defend.

Dodge

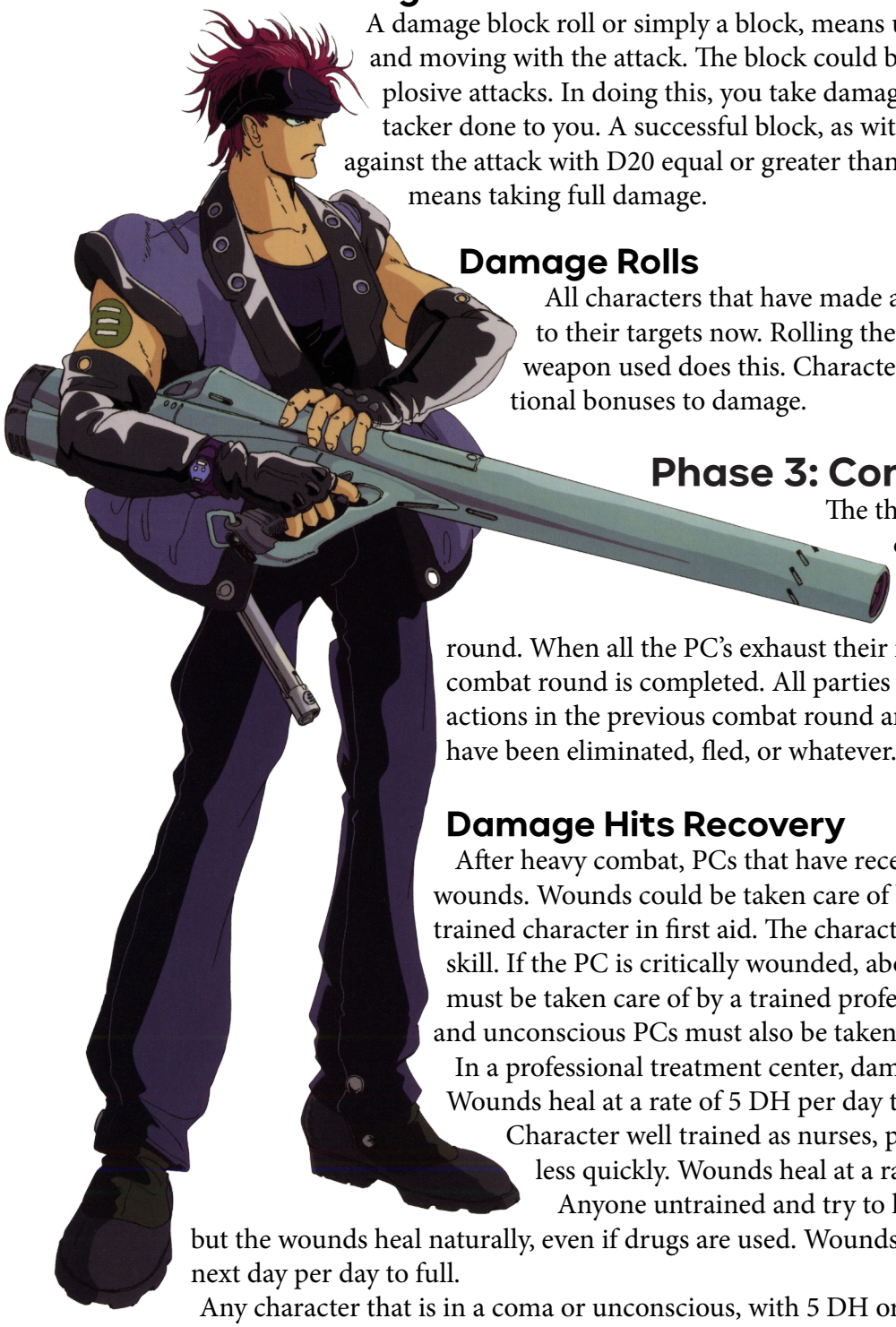
The character could attempt to dodge the attack. Dodging usually means moving out of the way of an incoming attack, whether it is physical or a projectile. Rolling a D20 against the attackers' roll does the dodge. A successful dodge means rolling an equal or greater than the attack roll. An unsuccessful dodge means getting hit and taking full damage from the attack.

Parry

Another form of a defensive action is the parry. Parries only work with physical or melee attacks. You cannot parry a projectile attack. Using a body extremity or a melee weapon to block the attack and moving it away from the body does this. A successful parry, as with the dodge, means rolling equal or greater than the attack roll with a D20.

Damage Block Roll

A damage block roll or simply a block, means using body extremities to block the torso and moving with the attack. The block could be done with physical, projectile, and explosive attacks. In doing this, you take damage, but only half the damage points the attacker done to you. A successful block, as with the dodge and parry, means roll-ing against the attack with D20 equal or greater than the attacker roll. An unsuccessful block means taking full damage.



Damage Rolls

All characters that have made a successful attack rolls the damage rolls to their targets now. Rolling the appropriate damage dice for the type of weapon used does this. Characters that used physical attacks add all additional bonuses to damage.

Phase 3: Continuation

The three phases are continued until all players characters who have entered the combat round have exhausted their number of attacks or all agreed to end the combat round. When all the PC's exhaust their number of attacks or all agreed to end, a combat round is completed. All parties who have previously fought or did any actions in the previous combat round are free to continue until all antagonists have been eliminated, fled, or whatever.

Damage Hits Recovery

After heavy combat, PCs that have received damage must try to heal their wounds. Wounds could be taken care of by other character, professional or by trained character in first aid. The character may hear himself, but if he has the skill. If the PC is critically wounded, about a quarter of his total damage hits, it must be taken care of by a trained professional doctor in a hospital. Comatose and unconscious PCs must also be taken to a hospital to heal.

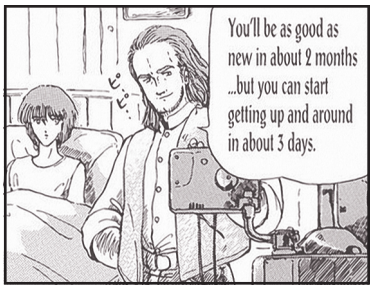
In a professional treatment center, damage hits are recovered more quickly. Wounds heal at a rate of 5 DH per day to full.

Character well trained as nurses, paramedics, or in first aid heals wounds less quickly. Wounds heal at a rate of 3 DH per day to full.

Anyone untrained and try to heal themselves could stop the bleeding, but the wounds heal naturally, even if drugs are used. Wounds heal at 1 DH the first day and 2 DH the next day per day to full.

Any character that is in a coma or unconscious, with 5 DH or less, must make a saving throw vs. death

per hour. A successful roll, with a D20, means that the character will not lose damage hits for that hour until medical help could be attained. An unsuccessful save means that the character will continue to lose damage hits until helped. With every unsuccessful roll, the PC loses 1 HD. If the damage hit goes below -5 HD, the character dies.



Critical Hit Table

Roll D20 for Body Area

1-3	Left Arm	4-6	Right Arm
7-12	Torso	13-15	Left Leg
16-19	Right Leg	20	Head (Character is dead)

Critical Legs & Arms Table

Roll D10 Area

1	Sliced veins & tissue; immobile loses 1 HD per ten minutes, +2 to initiative
2-5	Ripped muscle; arms:-5 to strike; legs: -4 to dodge, parry, and block
6-9	Broken bones; arms: cannot strike, use other arm if possible; legs: cannot walk, use some kind of support
10	Limb blown off; it's gone, need a prosthetic

Critical Torso Table

Roll D10 Effect

1-2	Body shock; immobile for 1D4 combat rounds
3-5	Organ damage; -5 to strike, -4 to dodge, parry, block character loses 5 HD per ten minutes until five or less DH then unconscious
6-7	Broken bone; -4 to dodge, parry, block
8-9	Coma; immobile for 1D20 days until treatment is found
10	Instant death

Melee Weapons

Melee weapons are hand-wielded weapons the PC uses to attack a target. They are clubs, swords, bo sticks, and so on. These weapons can be used by anyone. If a skill is picked for a specific weapon, there are bonuses for striking, parrying, and additional damage. Using melee weapons in an attack is by rolling a D20 to attack. The damage it causes is in addition to the base physical attack damage.

Projectile Weapons

Projectile weapons that are used to attack are similar to melee weapons. Any character using a projectile weapon without training has a difficulty penalty of -3 to strike. As a selected skill, projectile weapons provide additional bonuses. Firing a projectile weapon past the maximum range is a -10 to strike. These weapons do not use the base physical attack damage table, but instead use a special set of rules governing them. Projectile attacks of any type cannot be parried. Each weapon type has its own range, rate of fire, number of shots, damage, strike, rarity, and value.

Rate of Fire (RoF)

The rate of fire is the number of rounds the weapon can shoot. Usually the RoF of a weapon is one shot per attack round for a single shot weapon. Some shotguns could fire two shots in one attack round. Auto and semi-automatic weapon may fire single shots or multiple bursts in a single attack or entire combat round.

Rate of Fire Codes

#/rnd = number of shots fired in a combat round.
#/atk = number of attacks a character could attack per combat round.
Single = one shot per attack round.
Burst = may use burst attacks

Aimed Shots

A character making an aimed shot takes more time to carefully aim at an intended target. Aiming a shot takes up one attack round, and then at the next attack round the shot may be fired. While aiming, the character may not dodge or block an attack. Being stuck while aiming a shot means that the aim shot fails and is a normal attack. Aimed shots get an additional bonus of +2 to strike. Automatic targeting systems do not take a round to aim and no bonus for aiming is added to the attack.

Burst Attacks

A burst is several individual shots fired at once by an automatic weapon. In attacking with bursts, do not roll a D20 for each single shot but as a single group. The burst attack is subdivided into three types of burst attacks: small, medium and large. The side-affect of using a burst shot is that there is a chance to hit by standards unintentionally or multiple targets within five meters on either side of the main target. This applies to all targets within the radius.

In figuring out a small burst, take the total full-loaded number of shots and multiple it by 10% (0.10) rounded up. This is the number of shots fired in an attack round

and damage is multiplied by five. Chance of hitting another target is 20%, a four or less on a D20.

In a medium burst, take the number of shots and multiply by 30% (0.30) rounded up. This is the number of shots fired in an attack round and damage is multiplied by ten. Chance of hitting another target is 50%, a ten or less on a D20.

In a large burst, take the number of shots and multiply by 50% (0.50) rounded up. This is the number of shots fired in an attack round and damage is multiplied by twenty. Chance of hitting another target is 80%, a sixteen or less on a D20.

Explosives

Explosives are treated like projectile weapons because they could be shot from a weapon or thrown. Examples are grenades, pipe bombs, grenade launchers, and mines. As a projectile, a maximum range is given for that explosive and has its own RoF. As a thrown weapon, the maximum range the explosive could be thrown is STR multiplied by ten in meters up to 2 kilograms. Each different type of explosive has a blast radius. The target takes full damage while everything else within the blast radius takes half the full damage.

Reloading

Most reloading is quite quick with ammo clip or feeders. While in combat, reloading an automatic projectile weapon takes one attack round. Reloading a shotgun or revolver type projectile weapon takes two attack rounds.

Moving Targets

Moving targets are running, jumping, or moving quickly. They are difficult to hit. There is a -3 difficulty penalty for attack moving targets.

Cover

Characters taking cover during gunfire are harder to hit. Most sane characters will take cover instead of staying in an open space. The attacker gets a -6 to strike the target under cover.

Making Saving Throws

At times, the character will have to make a saving against a particular danger. Some of them are death, coma, mental attacks, insanity, and so on. Few of the basic attributes give additional bonuses to a specific saving throw, otherwise the saving throw is standard. Making a saving is done by rolling a D20. The game master rolls a D20 for the danger and then the player must roll equal or greater than the GM's roll. A successful saving throw (5 or higher) means that the PC is not affected or less affected by a particular danger. An unsuccessful saving throw (4 or lower) means the PC is affected by that danger.

Using skill points can also increase saving throw bonuses. For every additional +1, it will cost twenty skill points.

Multiple Attacks & Moves

Any character can attempt to attack more than one target, but it is very difficult to do. With every target the character attacks, there is an initial -4 to strike difficulty penalty. It starts with the main target and then another -2 to strike penalty with each additional target the character attacks. Multiple moves could also be done by any character with difficulty, but with difficulty also. As with the multiple attack, there is an initial -4 to attack. With skills, there is a -2 on any skill roll. The character cannot dodge or parry in the next attack, but he can block.

Simultaneous Attack

Another mode of attack is the simultaneous attack. In this attack the defender attacks in return instead of dodging, parrying, blocking, or any other defensive move. The character takes full damage.

Entangle

Entangling means trapping the enemy's weapon by tangling up the arms. A successful entanglement means rolling above the attacker's roll on a D20. You grab and tangle the attacker's arms so that he cannot retaliate with an attack. The attacker must roll D20 to untangle himself, but at the next attack.

Missiles

Missiles are self projected explosives. They all have some kind of thrust engine that propels them. Attacks from missiles cannot have any type of strike bonus from characters (except micro missiles). Missiles all have some kind to computer controlled guidance system, whether it's primitive or highly complex. The three classes of missiles are dummy, guided, and smart missiles. Dummy missiles have a +1 to strike. Guided missiles have a +2 to strike. And smart missiles have a +4 to strike and two attacks.

Distance ranges for missiles fall into four basic types: long, medium, short and micro. Each type has its own maximum range, maximum speed, blast radius, damage hits, and destruct factor. See the **Missile Base Damage Table**.

They are also subdivided into damage types: heavy, medium, light, and micro damage ratings. Consult the **Missile Base Damage Table** for the amount of damage for each type of missile.

Missiles Groups

Missiles could be fired in groups. The number of missiles that could be fired in a group depends on the payload type of the launcher or missiles mount they are fired from. They could be fired in groups of two to all of them all at once in an attack round. Groups are considered at one attack. To figure out the damage a missile group does could be calculated individually or multiplied by the number of missiles fired.

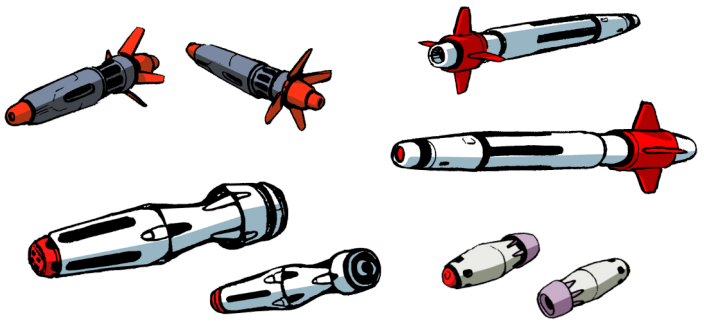
While individual missiles could be dodged, missile groups of five or more cannot be dodged. Dodging missile groups up to four could be dodged, but uses four attacks to dodge each individual missile. An alternate way to overcome an attack by a missile group is to shoot them down, by heavy weapons or missiles. First, you have to shoot the weapon at a missile by rolling a D20. Next, you have to deplete the missiles' damage hits. Then roll a D20 against the missiles' destruct factor, equal or higher. Finally, the missile group is all destroyed. An attack against a missile group counts as one attack.

Micro Missiles

Micro missiles are treated as heavy weapons. Instead of having specific bonuses to strike, bonuses are added from the heavy weapons skill. The strike bonuses could go up as a result of the PCs' increasing proficiency. Micro missiles could also be aimed at a target and be fired in groups, depending of the type of launcher used (RoF).

Missile Base Damage Table

Type	Long	Medium	Short	Micro
Heavy Damage x20	3D8	2D8	1D8	N/A
Medium Damage x20	3D6	2D6	1D6	N/A
Light Damage x10	3D4	2D4	1D4	1D6
Micro Damage x10	N/A	N/A	N/A	1D4
Additional Info	**Long**	**Medium**	**Short**	**Micro**
Max Range (Km)	3000	1000	100	2
Max Speed (Kph)	2500	1800	1000	500
Blast Radius (M)	25	15	10	5
Damage Hits	50	30	15	5
Destruct Factor	15	10	7	4



Mecha Combat

All piloted forms of vehicles (cars, tanks, power armor, Mortar Headds, starships) hereon will be referred to as mecha, plural. Mech is the the singular form. Combat with mecha is almost the same as with hand-to-hand combat. Players must still determine initiative, roll to strike, the defender may parry or dodge, damage is determined and defender may attempt to roll with the punch or impact. These are always the basic combat actions. Each mecha will have their own capabilities that are separate that of the pilot and some, enhanced by the pilot. Depending the size of the mecha, each will have a number of attacks per round. The major difference is the structural materials and the size deferential of the various mecha.

High-Strength Structural Materials

These materials are made off heavy duty or highly composite materials. The concept of these material is that they differ highly from normal, DH, materials (flesh, wood, plastic, concrete, etc). For game purposes, the strength of these high-strength materials will be called HS. It's important for players to understand the difference between normal DH (damage hits) as opposed to HS.

Lets use a common sense example of the difference between the two. I'm certain that everyone knows what an armored money carrier is. If not, it's one of those armored vehicles one sees at grocery stores, department store, banks, etc with guards surrounding it to protect the money it carries from criminals.

Now let's take one criminal trying to get into that armored vehicle. One try, he hits it with a wood bat. Nothing happens. Next he tries a iron bar on it. A small scratch. Next he throws a concrete hollow block at it with all his might. Also a small scratch. Finally, somehow, the criminal has an AK-47 sub machine gun and wails at it. The high caliber rounds just bounce of leaving small dents. As a last resort, the criminal manages to get a bazooka that does HS damage, probably one of the least powerful HS weapons. He takes a shot at it, there's an explosion and a the back doors of the armored vehicle fall partially open.

Our lesson here, normal materials will not damage high-strength materials. On the other hand, HS materials will always destroy DH material with force applied.

Mecha Combat Rules Against Larger Opponents

It's just a matter of physics that the bigger the object, the slower it moves relative to the smaller object. The following simplified rules applies to mecha combat that's rela-

tively larger than the attacker. Note that when you're in combat with another of similar sized mecha, the dodges are not used. The following penalties for opponents:

Small Opponents
- Size: 3m to 5m length or height, whichever is larger relative to attacker
- Attacks per Round: By type of mecha
- Dodge: -3

Medium Opponents
- Size: 6m to 10m length or height, whichever is larger relative to attacker
- Attacks per Round: By type of mecha
- Dodge: -9

Large Opponents
- Size: 11m to 30m length or height, whichever is larger relative to attacker
- Attacks per Round: By type of mecha
- Dodge: Automatic hit–no attack roll needed.

Über Opponents
- Size: 31m+ length or height, whichever is larger relative to attacker
- Attacks per Round: By type of mecha
- Dodge: Come on, if you can hit this, you have issues. No attack roll needed.

Mecha Combat Rules Against Smaller Opponents

During the course of a campaign, some of the characters might pilot large mecha such as Mortar Headds or Air Barrels. When a player pilots such large mecha, some rules apply when combating relatively smaller opponents, such as a person, persons piloting power armor or an armored personnel carrier. The attacker receives the following penalties:

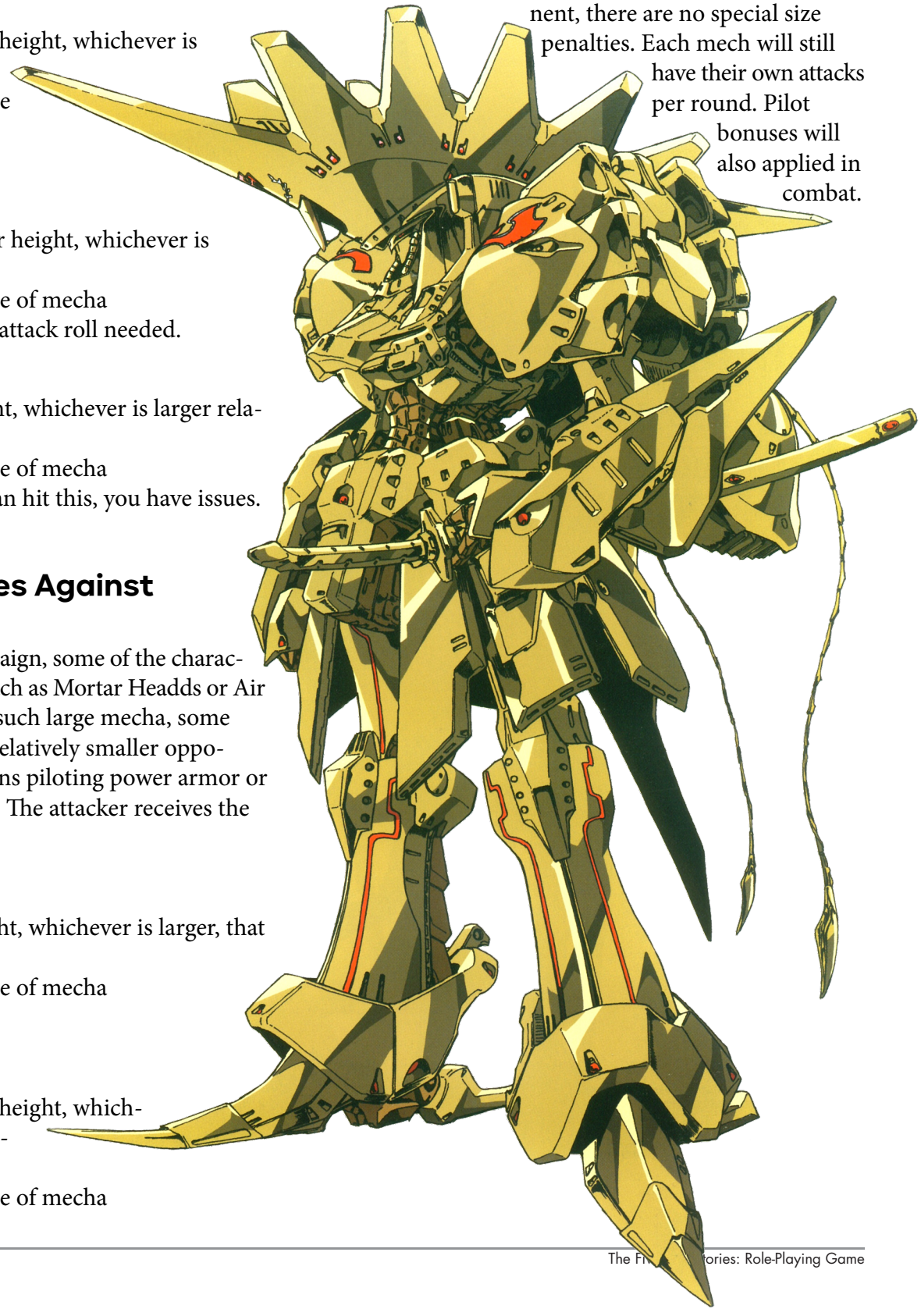
Small Opponents
- Size: To 3m length or height, whichever is larger, that of the attacker
- Attacks per Round: By type of mecha
- Attack: -2

Smaller Opponents
- Size: 4m to 10m length or height, whichever is larger, that of the attacker
- Attacks per Round: By type of mecha
- Attack: -6

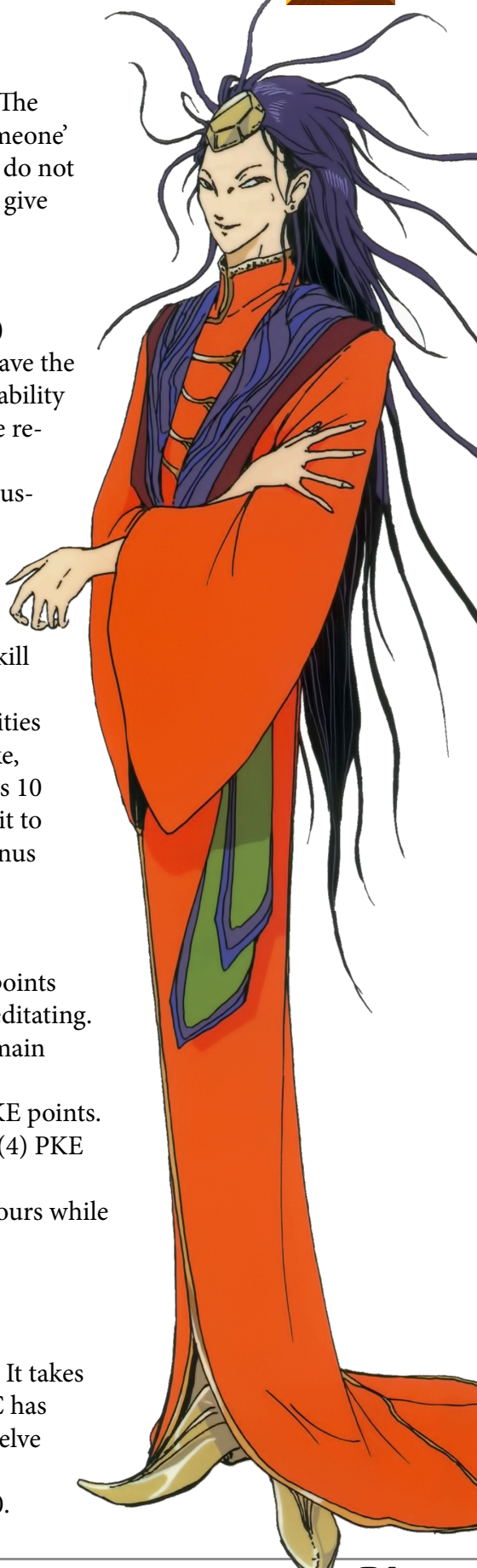
Smallest Opponents
- Size: 11m to 25m+ length or height, whichever is larger, that of the attacker
- Attacks per Round: By type of mecha
- Attack: -12

Mecha Combat Rules For Equally Sized Opponents

When engaged in combat with a similarly sized opponent, there are no special size penalties. Each mech will still have their own attacks per round. Pilot bonuses will also applied in combat.



PSIONICS



Psionics are a special inborn ability to manipulate objects with the mind. The mind is used to do unnatural feats such as making objects float, read someone' thoughts and so on. Characters with psionics have an edge because they do not perceive the world like a normal character. Instead, their special abilities could give them an extra sense or heighten normal senses far beyond the normal person.

Psychokinetic Energy Points

All characters get psychokinetic energy points. **Psychokinetic energy (PKE) points** are used when a psionic ability is performed. Each psionic ability will have the amount of PKE points needed when the PC uses an ability. The PC can use an ability as much as he wants until he has used all his PKE points. When PKE points are reduced to zero, the PC cannot use psionic abilities until he regains them again.

A character without any psionic abilities could spend PKE points. Instead of using PKE points for psionic abilities, they are used as "luck." When used with skills, the PC can temporarily increase his skill ability with each use. The amount of PKE points used is five (5) for every skill rating increase of two (+2). If the PCs' prowl skill rating is four (4) and wants to increase it to six (6) temporarily, it would cost five PKE points. After the PC uses the skill, the skill rating drops back to four.

In combat, non-psionics use PKE points to temporarily increase combat abilities also, but not saving throws. The combat abilities that could be affected are strike, dodge, parry and block for one attack round. The amount of PKE points used is 10 to every +1 to any combat ability. If the PCs' strike is +1 and wants to increase it to +2, it would cost 10 PKE points. At the end of the attack round, the combat bonus drops back to +1.

Recovery of Psychokinetic Energy Points

When PKE points are all gone or drained, the character can regain his PKE points again to maximum level. Two ways of regaining PKE points are resting and meditating. In each of these methods, the PC must do it without interruption and must remain concentrating on resting or meditation.

For resting, the character must rest or sleep for six hours to regain five (5) PKE points.

While meditating, the character must meditate in any fashion to regain four (4) PKE points per hour.

Characters without psionic abilities regain three (3) PKE points per twelve hours while resting or meditating.

A full nights' sleep will restore all PKE to full.

Skill Points & Psionics

To increase the characters' psychokinetic energy points, skill points are used. It takes 10 skill points to increase every one additional PKE point. For example, the PC has twelve 12 PKE points and wants to increase them by one to 13. Since he has twelve now, it will take 10 skill points to increase to them to 13 and so on. Increasing psychokinetic energy points is another exception for saving skill points over 20. Tell the game master that you are saving skill points for PKE points.

Psionic Ability List

Level One (L1)

Cause
Directional Sense
Stop Pain
Pain
Fright
Thirst Resistance
Confusion
Hyper Reading
Death Sleep
Hunger Resistance

Level Two (L2)

Aura Detection
Fatigue Resistance
Psionic Purification
Delude
Genius
See Invisibility
Empathic Sense
Instinct
Sense Psionics
Energy Absorption
Mass Control
Sleep

Level Three (L3)

Altering Aura
Night Vision
Protective Shield
Auto Mind Defense
Object Levitation
Psionic Diagnosis
Mental Blast
Object Read
Recall
Mental Stun
Poison/Toxin Resistance

Level Four (L4)

Anti-Life Field
Light Chameleon
Pyrokinesis
Evil Sense
Mental Invisibility
Self Levitation
Heal Touch
Mental Shield
Hyper Leaping
Plant Control

Level Five (L5)

Cyrokinesis
Psionic Surgery
Telepathy
Hyper Running
Reflection
Life Drain
Sense Magnification
Molecular Disruption
Speed Healing

Level Six (L6)

Hypnotic Suggestion
PKE Shield
Total Healing
Mind Control
Precognition
Mind Power
Range Mind Block
Molecular Sense
Stunning Force

Level Seven (L7)

Body Control
Exorcism
Mind Strike
Repelling Force
Empathic Transmission
Memory Wipe
Psionic Shield
Telekinetic Flight

Level Eight (L8)

Molecular Phasing
PKE Transfer
Teleport Object
Repulsion Field
Psionic Sword

Level Nine (L9)

Electrokinesis
Summoning
Temporal Copy
Planar Gate
Teleportation
Time Phasing

Level Ten (L10)

Machine Read
Time Navigation
Weather Manipulation
Time Distortion
Time Negation

Besides increasing PKE points, characters can use skill points to learn more psionic abilities. It takes five times the power level in skill points for the selection of the new ability. For example, the PC has an L2 (Level Two) power level ability and he wants to get an L3 (Level Three) ability. Since he has an L2 now, it will take fifteen skill points to get an L3 (L3 x 5 = 15 skill points) ability.

Learning New Abilities

All psionic characters can learn new abilities. But first, the character must get new psionic abilities in ascending order (L1, L2, L3, and so on). He also must have at least five psionic abilities in the current power level. For example, the PC has four abilities that are L4 power level. He wants to get an L5 power level ability, but he cannot. He needs to get one more L4 ability before he could get the L5 ability.

Psionic Combat

As with hand to hand personal combat, psionic combat is streamlined for simple use. Psionic combat is fully integrated with the personal hand to hand combat system. Psionics are used during **Phase Two: Attack/Defense** over a physical attack. One attack is used with all psionic abilities or otherwise specified. Direct psionic attacks to the target cannot be dodged, parried, or block-ed. Instead, the defending player makes a saving throw vs. mental/psionic attacks. See **Hand to Hand Physical Combat: Making Saving Throws**. Psionic attacks made with physical objects can be dodged, parried, and blocked. In non-combat movement, psionics could be used anytime but one ability at a time.

Psionic Ability Descriptions

Psionic abilities are described in template form. The templates give the power level, number of psychokinetic energy (PKE) points used, range, duration, and the effect of the psionic.

The power level is the level of the psionic ability. Psionic abilities are divided in to ten power levels. From one, the least powerful of psionic abilities to ten, the most powerful psionic abilities.

Psychokinetic energy points used are the required PKE to activate that psionic ability. Power level L1 uses the least while power level L10 uses the most. Some abilities may require additional PKE points to be more effective.

The range is how far that psionic ability could reach. Ranges are from self, touch, measured distance, and everything within a radius.

Duration is the length of time the psionic ability lasts. The duration could be from instantaneous to indefinite. If the duration is lengthy, the psionic can negate the ability at anytime.

The effect of the psionic ability is the description of the ability. Additional limits and effects are also described.

Level 1 Abilities (1–3 PKE)

Cause Pain
PKE Points: 1
Range: Touch
Duration: Attack Round
Effect: This ability allows the PC to cause pain to anyone he touches. It does not cause any damage, but extreme pain. Affected characters will be in pain and cannot make any offensive or defensive movements for 1D4 attack rounds. A saving throw must be made to counter the effect.

Confusion
PKE Points: 3
Range: 20 Meter Radius
Duration: Combat Round
Effect: The psionic causes confusion and disorientation in others. In combat, the attacker loses all attacks for the rest of the combat round. A saving throw must be made to counter the effect.

Death Sleep
PKE Points: 1
Range: Self
Duration: To 10 Days
Effect: A state of mind over matter that slows the metabolism to such a degree that is creates a temporary state of suspended animation. Others examining the PC will believe that he is dead (90% chance). Toxins and chemicals are slowed, doing quarter damage or effect but will take full effect the instant the death trance duration is over. The psionic cannot make any kind of movement. Saving throws are optional.

Directional Sense
PKE Points: 3
Range: Self
Duration: 2 Hours
Effect: This ability causes the psionic to regain direction. While lost in a wilderness and direction, bearings are immediately restored and used to return to the original start location. When used for exploring instead of returning, there is a 60% chance of success of reaching the destination. Saving throws are optional.

Fright
PKE Points: 2
Range: 10 Meter Radius
Duration: 1 Combat Round
Effect: This causes all people or animals within the range to fear the psionic and run away. A saving throw must be made to counter the effect.

Hunger Resistance
PKE Points: 2
Range: Self
Duration: 6 Hours
Effect: Another mind over matter discipline that subdues any feeling of hunger. This allows the character to function at full effectiveness without nourishment. It is important to point out that during the duration, the body is still suffering from malnutrition and starvation. If suffering from malnutrition, -2 to save vs. coma/death.

Hyper Reading
PKE Points: 3
Range: Self
Duration: 1 Combat Round
Effect: This is the ability to read and comprehend the written word extremely quickly. Speed of reading is 30 pages per combat round (10 seconds). Highly technical texts will reduce the speed-reading by half (15 pages per combat round) and may require two readings. Saving throws are optional.

Stop Pain
PKE Points: 2
Range: Self/Touch
Duration: Instant
Effect: The ability to deaden pain can be used as a painkiller that temporarily negates existing pain or as an anesthetic to be used for surgery. Saving throws are optional.

Thirst Resistance
PKE Points: 1
Range: Self
Duration: 6 Hours
Effect: This ability is identical to resist hunger it applies to the consumption of water. It does not negate the long-range damage from dehydration.

Level 2 Abilities (4–8 PKE)
Aura Detection
PKE Points: 4
Range: 15 Meter Radius
Duration: 2 Combat Rounds
Effect: All things, organic and inorganic, have an aura. The aura has distinctions and can be used to see or sense things invisible to the eye. Seeing an aura will show the presence of psionic abilities, high or low PKE, presence of a possessing entity or the presence of an unusual human illness but does not specifies what.

Delude
PKE Points: 4
Range: 20 Meter Radius
Duration: Combat Round
Effect: This ability will cause an attacking opponent to use his least powerful attack in combat. In combat or non-combat all affected foes must make a saving throw vs. delusion. A failed saving throw in non-combat will cause foes to run away in fear.

Empathic Sense
PKE Points: 7
Range: 40 Meter Radius
Duration: 5 Minutes
Effect: The psionic can sense the emotions of another person or animal within the range of the ability. This is not a form of mind reading. Saving throws are optional.

Energy Absorption
PKE Points: 5
Range: Self
Duration: Instant
Effect: The character can mentally change one form of energy to help heal himself. When the energy type is used to attack the PC, instead of taking damage, the PC gains damage hits equally to the damage caused. The game master selects the type of energy the character can use or the player can roll on the following table:

Roll D8 for Power

1	Photon/Light Energy	5	Nuclear Energy
2	Coherent/Laser Energy	6	Plasma/Heat Energy
3	Electric Energy	7	Psychokinetic Energy
4	Ion/Particle Energy	8	Kinetic/force Energy

Fatigue Resistance
PKE Points: 5
Range: Self
Duration: 6 Hours
Effect: A mind over matter discipline that enables the psionic to engage in physical activity without suffering from exhaustion. Although the fatigue is resisted for a long period of time, there is a 75% chance that he will lapse into a coma for 1D6 hours. DH are not lost. Saving throws are optional.

Genius
PKE Points: 6
Range: Self
Duration: During use of skill
Effect: This ability causes the psionic to temporarily increase his skill rating. Unlike the "luck" for non-psionics, for every additional +1 skill rating two additional PKE points are used in additional to the initial PKE points needed to active the ability. Saving throws are optional.

Instinct
PKE Points: 4
Range: Self
Duration: 1 Combat Round
Effect: This ability increases the instinct of the psionic. He is aware of the intentional of all those around him. In combat, the psionic receives an additional +2 to initiative and dodge. Saving throws are optional.

Mass Control
PKE Points: 8
Range: 5 Meters
Duration: 1 Hour
Effect: The psionic can actually change the size of the target. Increasing the size the target increases the DH of the target, five for every .5 meter of growth. Decreasing the size the target decreases the DH of the target, five for every .5 meters. A saving throw must be made to counter the effect.

Psionic Purification
PKE Points: 8
Range: Touch
Duration: Instant
Effect: The psionic can use his abilities to slow a person's metabolism and destroy chemicals, drugs, poisons, and toxin within the body. Damage done before purification still exists. Saving throws are optional.

See Invisibility
PKE Points: 7
Range: 40 Meter Radius
Duration: 5 Minutes
Effect: The character can see forces, objects, and creatures that invisible or are naturally invisible. Even if the creatures have no form. The psionic can detect the vaporous image or energy sphere that is the being. Saving throws are optional.

Sense Psionics
PKE Points: 5
Range: 10 Meter Range
Duration: 5 Minutes
Effect: This is a mental probe that will show the presence of PKE within the immediate area. The probe cannot be used to pinpoint neither the exact location of the PKE nor the level of power. Saving throws are optional.

Sleep
PKE Points: 5
Range: 5 Meters
Duration: Instant
Effect: This ability is a recuperative power to induce sleep on those who are ill, exhausted, or insomniac. The person will fall into a normal, restful sleep from which he can be easily roused. A saving throw must be made to counter the effect.

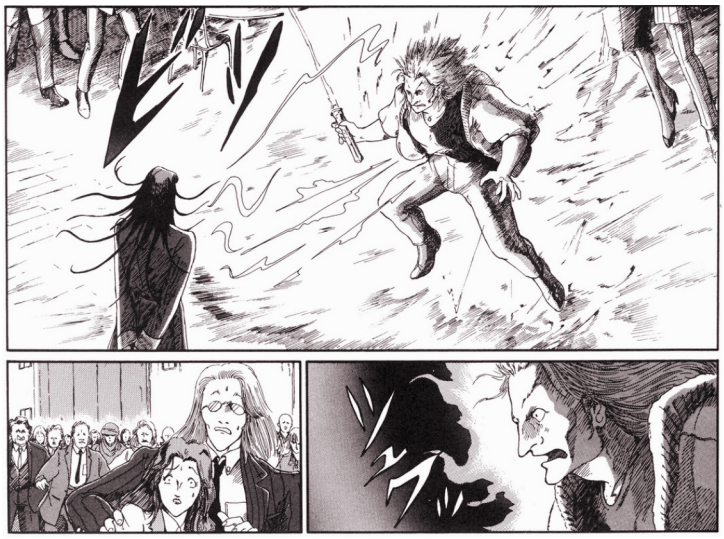
Level 3 Abilities (9–14 PKE)

Altering Aura
PKE Points: 11
Range: Self
Duration: 1 Hour
Effect: This ability alters the aura around the character to give off a false message to mental probes. Saving throws are optional.

Auto Mind Defense
PKE Points: 9
Range: Self
Duration: 10 Minutes
Effect: The moment the psionic is being mind probed, a personal mind block automatically snaps into place. It also alerts the psionic to the fact that he is being probed or attacked by empathy or telepathy. Saving throws are optional.

Mental Blast
PKE Points: 13
Range: 20 Meters
Duration: Instant
Effect: The psionic uses pure PKE to attack an opponent. Damage is equal to the PKE used plus 2D6 to DH. A saving throw must be made to counter the effect.

Mental Stun
PKE Points: 11
Range: 15 Meters
Duration: Instant
Effect: This ability allows the psionic to used PKE to stun an opponent for the duration. The opponent cannot perform any movements for the duration. A successful saving thrown must be made every combat round to counter the effect.



Night Vision
PKE Points: 13
Range: 200 Meter Radius
Duration: 10 Minutes
Effect: The psionic can adjust his visual capabilities. Eyes are made to become much more light sensitive and basically work on the same principles of mechanical light amplification. The eyes simply amplify existing light, such as candlelight, star, or moonlight, to see clearly. There must be some source of light to see (cannot see in total darkness). If suddenly exposed to light brighter than a single candle, the psionic will be temporarily blinded for 1D6 attack rounds. Saving throws are optional.

Object Levitation
PKE Points: 9
Range: 10 Meters
Duration: 2 Minutes
Effect: The psionic can raise an inanimate object (not people or animals) up and hover. He can levitate up to 20 Kg and up to 2 meters high. This is a limited form of telekinesis and cannot be used in combat. Saving throws are optional.

Object Read
PKE Points: 12
Range: Touch
Duration: 1 Hour
Effect: The psionic can read the history of any item he touches with 30% accuracy and six months past. Saving throws are optional.

Poison/Toxin Resistance
PKE Points: 9
Range: Self
Duration: 2 Hours
Effect: The character can negate the full effects of poisons and toxic chemicals that he has ingested (eaten or drank) or introduced into the body, as long as he has advance knowledge of its deadly properties. +2 to save vs. poisons/drugs.

Protective Shield
PKE Points: 13
Range: Self
Duration: 10 Minutes
Effect: When the psionic starts this ability, an invisible shield surrounds the psionic. The shield will have 10 DH and a DR of +10. Besides the PKE points used to begin the ability, the DH could increase by one for every addition five PKE points. DR cannot be changed. Saving throws are optional.

Psionic Diagnosis
PKE Points: 12
Range: Touch
Duration: Instant
Effect: The psionic can sense physical pain, damage, and disease, with clarity. Saving throws are optional.

Recall
PKE Points: 12
Range: Self
Duration: Instant
Effect: The character remembers every word he reads. Specific blocks of information can be recalled in perfect detail at will. Each block of information costs the initial PKE to recall in absolute detail. Saving throws are optional.

Level 4 Abilities (5–21 PKE)

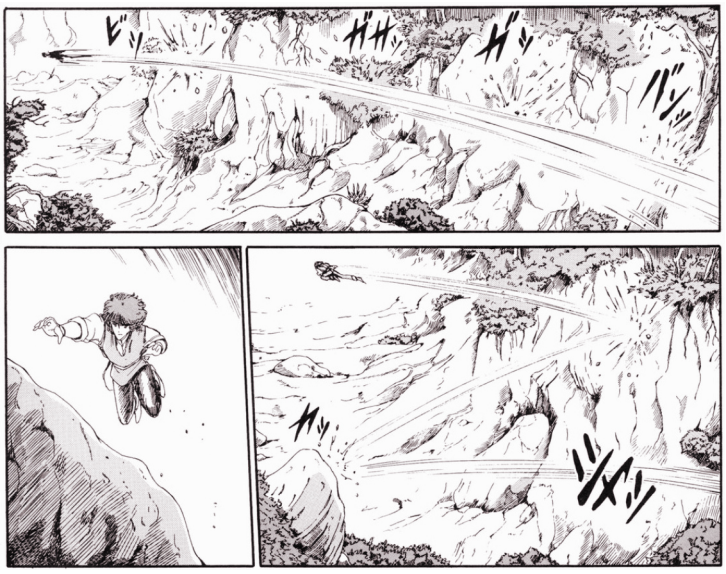
Anti-Life Field
PKE Points: 16
Range: 10 Meters
Duration: Instant
Effect: All those affected will loose all DH but one. All attacks are lost and 80% (2D10) change of going unconscious. A saving throw must be made to counter the effect.

Evil Sense
PKE Points: 21
Range: 40 Meter Radius
Duration: 5 Minutes
Effect: This ability gives the psionic to sense an evil aura within the radius and pinpoint where they are. Saving throws are optional.

Heal Touch
PKE Points: 18

Range: Touch
Duration: Instant
Effect: The healing touch is a remarkable healing ability that can instantly heal cuts, burns, bruises, and similar physical wounds. The touch restores 2D6 DH. The healing touch can only be used on other living creatures, never on himself. Saving throws are optional.

Hyper Leaping
PKE Points: 15
Range: Varies
Duration: One Leap
Effect: This Ability allows the PC to leap extraordinary distances. He could leap 10 times the AGL attribute in meters. Saving throws are optional.



Light Chameleon
PKE Points: 17
Range: Self
Duration: 15 Minutes
Effect: This ability can make light bend around his body making him virtually invisible. He will remain invisible for the duration. Saving throws are optional.

Mental Invisibility
PKE Points: 19
Range: 20 Meter Radius
Duration: 10 Minutes
Effect: The psionic can cause all those around him to make himself unnoticeable. A saving throw must be made to counter the effect.

Mental Shield
PKE Points: 16
Range: 20 Meter Radius
Duration: 1 Combat Round
Effect: The psionic may automatically sense any creature with psionics that approaches within a few meters. He may also consciously attempt to use this ability to block the effects of one mental attack a combat round. A saving throw must be made to counter the effect.

Plant Control
PKE Points: 18
Range: 10 Meter Radius
Duration: 10 Minutes
Effect: The psionic may control one plant within range. The controlled plant can be used to entangle, hold, or attack opponents. Opponents may attempt to dodge, block or parry.

Pyrokinesis
PKE Points: 20
Range: 30 Meters
Duration: Instant
Effect: The psionic has the ability to increase the temperature within an area. He may use this ability to attack a creature by making an attack roll causing it to burn and causing 1D6 DH per attack round. A pyrokinetic can cause smoke, sparks, flares, and colored fire and also control the direction of the fire spreading. The psionic is immune to heat damage when this ability is activated. Saving throws are optional or dodge when used as an attack.

Self Levitation
PKE Points: 17
Range: Self
Duration: 5 Minutes
Effect: The psionic can actually raise himself and hover. He could rise to 10 meters high. This is not true flight. Saving throws are optional.

Level 5 Abilities (22–28 PKE)

Cyrokinesis
PKE Points: 24
Range: 30 Meters
Duration: Instant
Effect: The psionic has the ability to decrease the temperature within an area. He may use this ability to attack a creature by making an attack roll causing it to freeze and causing 1D8 DH per attack round. A cryokinetic can shape the ice, cause it to splinter, create more ice and change its color. After three combat rounds of exposure to cold, water will freeze, and pottery, plastic and crystal will turn brittle. Saving throws are optional or dodge when used as an attack.

Hyper Running
PKE Points: 28

Range: 100 Kilometers
Duration: End of Range
Effect: This ability allows the psionic to run at extraordinary speed for a duration or distance. He could run 15 times his AGL attribute. Saving throws are optional.

Life Drain
PKE Points: 26
Range: Touch
Duration: Instant
Effect: This ability causes the life force (DH) of any living thing the psionic touches to be drained. The amount of DH drained is ten. One can drain additional DH for every additional five PKE points used. A saving throw must be made to counter the effect.

Molecular Disruption
PKE Points: 26
Range: 10 Meters
Duration: Instant
Effect: The psionic can disintegrate anything up to 500 kilograms of mass. The target takes 3D4 DH per attack round. Armor does not stop this attack, but there are saving throw modifiers. These modifiers are in addition the targets saving throws, if any.

Material	Modifier	Material	Modifier
Metal	+10	Stone	+8
Plastic	+6	Vegetation	+2
Flesh	none		

Psionic Surgery
PKE Points: 25
Range: Touch
Duration: 1 Hour
Effect: Psionic surgery is used to repair broken bones, internal injuries, removal of foreign objects (bullets, etc.), or when the PC has suffered so much damage that he or she has lapsed into a coma (five DH or less). A diagnosis must be made before the surgery. Saving throws are optional.

Reflection
PKE Points: 28
Range: Self
Duration: Combat Round
Effect: This ability allows the psionic to reflect a specific form of energy attack back at the attacker by making a successful saving throw. See **Energy Absorption** for types of energy.

Sense Magnification
PKE Points: 22
Range: 35 Meter Radius
Duration: 5 Minutes
Effect: This ability allows the psionic to increase his hearing and sight. He receives +4 long-range strike with projectile weapons and +3 initiative. Saving throws are optional.

Speed Healing
PKE Points: 23
Range: Touch
Duration: Instant
Effect: The healer can stimulate another person's healing energies to increase their healing powers. 3D4 DH are restored. Saving throws are optional.

Telepathy
PKE Points: 23
Range: 10 Meters
Duration: 5 Minutes
Effect: The psionic may communicate with other intelligent creatures through projected thoughts and emotions within range. Saving throws are optional.

Level 6 Abilities (29–36 PKE)

Hypnotic Suggestion
PKE Points: 29
Range: Touch or 3 Meters
Duration: 15 Minutes
Effect: The power of suggestion is a psionically boosted form of simple hypnosis. The implanting or "suggestion" of an idea must be subtly worked into a comment and eye contact. The suggestion must be kept simple and clear, such as "You know you can trust me." A saving throw must be made to counter the effect.

Mind Control
PKE Points: 29
Range: 250 Meters
Duration: 1 Day
Effect: This ability allows the psionic to control another creature's mind, not body. It applies to creatures with an INT less than nine. Creatures with a higher INT must make a saving throw to counter the effect. While being controlled, the creature mind will lie dormant. He will not remember what has happened. The control lasts for the duration.

Mind Power
PKE Points: 31
Range: 10 Meters
Duration: 10 Minutes or until broken
Effect: The psionic can link his mind and PKE to another psionic. Powers are combined together. Any psionic ability they use while linked, the effects are

doubled. The PKE used in the activation of the ability are standard. A failed roll will result with a broken link. A mental instability will occur. A saving throw must be made to counter the effect.

Molecular Sense
PKE Points: 30
Range: Touch
Duration: 1 Hour
Effect: The psionic instinctively understands the structure of anything he touches. He adds +5 to DH when attacking something he touched. He also has +5 skill rating to any skill that deals with the repair, examining, and restructuring of any material. Saving throws are optional.

PKE Shield
PKE Points: 33
Range: Self
Duration: 30 Minutes
Effect: A psionic defense that can be used to prevent PKE from siphoning the psionic. Saving throws are optional.

Precognition
PKE Points: 31
Range: 50 Meter Radius
Duration: Instant
Effect: The psionic can sense danger before it strikes. He knows the direction of the danger. He may also use this ability to attempt to see one minute into the future, but the clarity of what he sees has a 40% chance for error. Saving throws are optional.

Range Mind Block
PKE Points: 34
Range: 30 Meter Radius
Duration: 10 Minutes
Effect: The master psionic can instantly create a mental barrier or mind block to protect himself and those around him, with in a radius. Everyone within the radius will have a +5 to saving throws. Saving throws are optional.

Stunning Force
PKE Points: 33
Range: 30 Meters
Duration: Instant
Effect: The psionic may make a stunning attack. Those successfully hit within range are stunned for 1D4 attack rounds during combat or one minute. Four DH is caused by this stun attack. A saving throw must be made to counter the effect.

T**otal Healing**
PKE Points: 29
Range: Self
Duration: Instant
Effect: The psionic can accelerate his healing process to heal himself in one round. He heals 20% of his lost DH per attack round. This ability also is used to heal crippling injuries, disease, and poison. A failed roll means the healing does not take place.

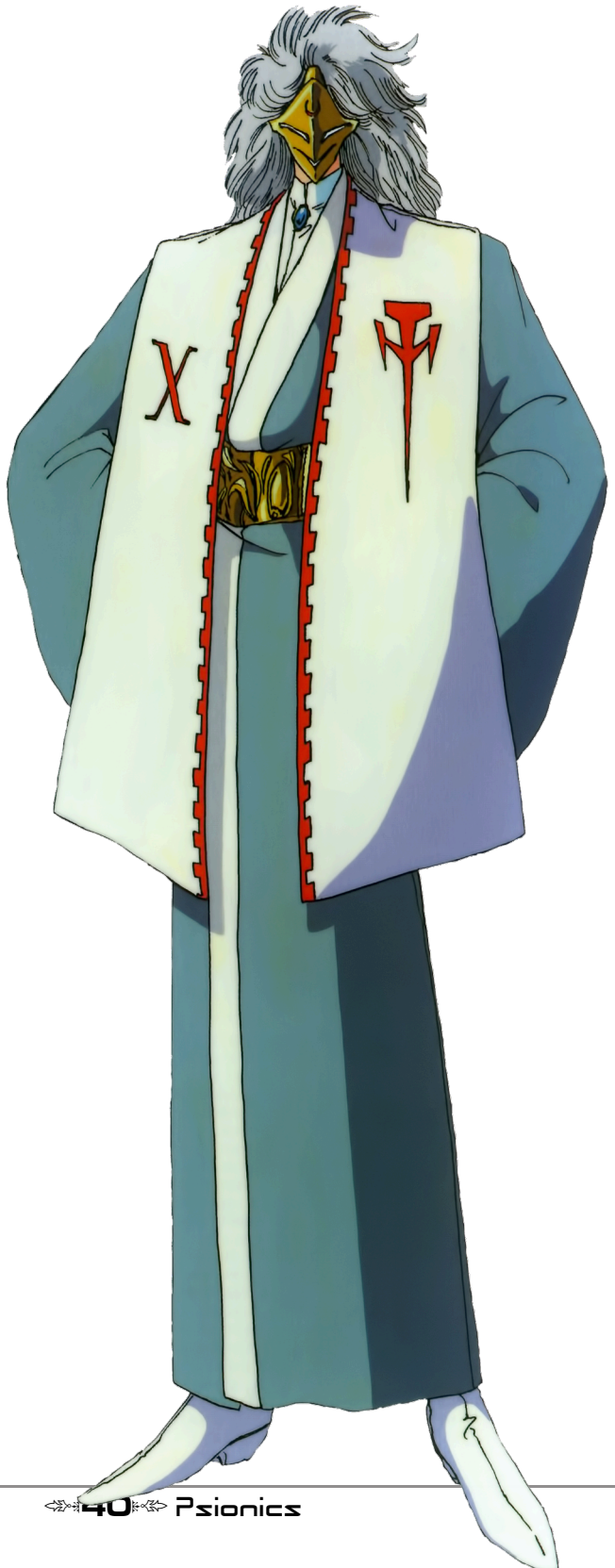
Level 7 Abilities (37–45 PKE)

Body Control
PKE Points: 42
Range: 250 Meters
Duration: 12 Hours
Effect: This ability allows the psionic to control a creature's body. A saving throw must be made to counter the effect. Affected creatures will have no control over his body movements. The effect lasts for the duration.

Empathic Transmission
PKE Points: 37
Range: 20 Meters
Duration:
Effect: This ability enables the psionic to instill powerful emotions into another living creature, person, or animal. Emotions it instills are despair or sorrow, confusion, fear, hate or anger, love or peacefulness, and trust. A saving throw must be made to counter the effect.

Exorcism
PKE Points: 49
Range: 1 Meter
Duration: Instant
Effect: The psionic can perform a rite of exorcism that uses PKE to expel the "spirit" from its host. A successful roll means that the spirit leaves. There is a 10% chance that the spirit will possess the psionic. An unsuccessful roll means that the spirit stays in the possessed body. A saving throw must be made to counter the effect.

Memory Wipe
PKE Points: 45
Range: Touch
Duration: Varies
Effect: To mind wipe an intelligent creature, the psionic must make physical contact, touching his victim's head. The process takes about three minutes to complete. The loss of memory is temporary, lasting 1D4 days. A saving throw must be made to counter the effect.



Mind Strike
PKE Points: 43
Range: 40 Meters
Duration: Instant
Effect: The psionic can focus his psionic energy into a powerful bolt of mental force and hurl it at a visible target with amazing accuracy. The amount of damage the bolt inflicts is 4D6 DH. A saving throw must be made to counter the effect.

Psionic Shield
PKE Points: 37
Range: Self
Duration: 15 Minutes
Effect: The psionic can create a shield out of thin air. It will appear sky-blue and have 60 DH and +7 DR. It disappears at the psionic's will, the duration, or the depletion of all the DH. Saving throws are optional.

Repelling Force
PKE Points: 39
Range: 1 Meter Radius
Duration: Varies
Effect: The psionic can create a force field 2 meters wide that will block all physical attacks from any item less than 300 kilograms or less than 50 DH. The field has a DR of +9. This effect is good against crushing attacks, crashes, collisions, and falling. The field has 100 DH until it fails.

Telekinetic Flight
PKE Points: 43
Range: Self
Duration: 1 Hour
Effect: The psionic may fly through the air telekinetically. Maximum speed three times his speed in kilometers. He can carry items two times his weight in kilograms. There is a +4 dodge bonus. The psionic uses initial PKE plus an additional five PKE per ten minutes. Saving throws are optional.

Level 8 Abilities (46–55 PKE)

Molecular Phasing
PKE Points: 55
Range: Self
Duration: 15 Minutes
Effect: This ability allows the psionic to change is molecular structure to phase into normal matter. It allows him to go through any material for the duration. He appears solid, but when touching anything, it goes through him. If the PC is phased by the end of the duration, he materialized in to the structure in-

stantly killing him. A saving throw must be made to counter the effect or die.

Repulsion Field
PKE Points: 46
Range: 1.5 Meter Radius
Duration: Varies
Effect: This ability is similar to Repelling Force, except it works against mental attacks. A three meter spherical force field created has a DR of +9. It has a DH of 40. Saving throws are optional.

PKE Transfer
PKE Points: 49
Range: Touch
Duration: Instant
Effect: The psionic can transfer his own PKE to anyone he touches. Besides the initial PKE to activate this ability, he chooses the amount of PKE he wants to transfer if he has any PKE left. He cannot transfer more PKE that he has. Saving throws are optional.

Psionic Sword
PKE Points: 50
Range: Self to 1 Meter
Duration: 15 Minutes
Effect: The psionic can create a sword out of thin air. It will appear any color he wishes and is one meter long. The sword will cause 4D4+STR DH to anything it strikes and has a +4 to strike. It will only last for the duration. It could only be dodged, parried, or blocked. Saving throws are optional.

Teleport Object
PKE Points: 49
Range: 40 Meters
Duration: Instant
Effect: The psionic can cause any object weighing no more than five kilograms to teleport into his hand. He must be able to see the item he is trying to teleport. A failed roll means that the item disappears and appears nearby (3D4 meters).

Level 9 Abilities (56–66 PKE)

Electrokinesis
PKE Points: 59
Range: 15 Meter Radius
Duration: Instant
Effect: Electrokinesis is an ability that allows the psionic to exert amazing physical control over electricity. The psionic can manipulate his body to resist up to 100 million volts with no will ill effect. The character can cause static electricity within an area, and also emit an electrical charge by touch causing 3D6 DH. He can also give electrical energy to devices that require electricity to operate. The psionic can sense or feel electricity and pinpoint its exact location. A saving throw must be made to counter the effect.

Planar Gate
PKE Points: 65
Range: Varies
Duration: Varies
Effect: The psionic can create a three meter square door into an alternate plane of existence, within range. He then can manipulate this plane to strike any creature within range on a successful strike roll. The victim must make a saving throw or fall through the door. Creatures may attempt to find their way out as long as the door is open by making another save once each minute but with a -5 difficulty modifier. Once the door is closed, the creature is lost and will not return. Previously trapped creatures may try to escape again when the psionic opens the gate.

The psionic may also use these planes to teleport randomly. He and those touching him may step through one plane and back into the world through another. The GM may decide where the character teleports to.

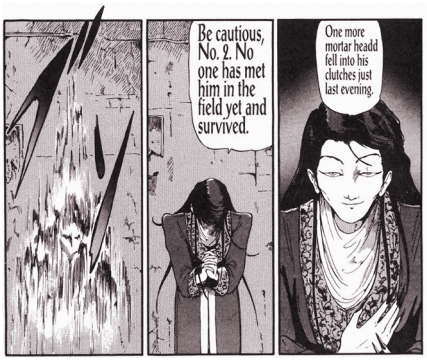
Roll D10 for Distance

1	1D6 x 1000 kilometers	5	1D8 x 100 meters
2	1D6 x 100 kilometers	6	1D6 x 100 meter
3	1D6 x 10 kilometers	7	1D6 x 10 meters
4	1D6 x 1 kilometer	8	1D6 meters
9	Lost for 3D4 days (Re-roll for distance)		
10	1D10 meters up (Re-roll for distance)		

Summoning
PKE Points: 56
Range: 1 Kilometer
Duration: Varies
Effect: The psionic may attempt to summon and command an unintelligent animal within range. He may automatically summon one creature whose INT is less than one. It requires a roll of six or higher. The psionic must state what type of creature he is attempting to summon. The creature will obey the psionic's commands for 3D4 minutes. At the end, the creature will leave and avoid further summoning.

Teleportation
PKE Points: 59
Range: Varies

Duration: Varies


Be cautious, No. 2. No one has met him in the field yet and survived.
One more mortar headd fell into his clutches just last evening.

Effect: The psionic can teleport himself and his equipment up to a number of kilometers equal PSY times 100. If he has not spent at least two hours memorizing his landing spot, he will suffer a -10 to his roll. A failed roll means that he appears somewhere within the radius and lost for 1D4 weeks. See **Planar Gate Table.**

Temporal Copy
PKE Points: 57
Range: Self
Duration: Instant
Effect: This ability allows the psionic to create one perfect copy of himself. Moving back and forth through time rapidly does it. Should the duplicate be slain, the psionic instantly loses 25% of his DH and falls unconscious for 1D8 hours. At the end of the duration, the duplicate and equipment disappear. A saving throw must be made to counter the effect.

Time Phasing
PKE Points: 63
Range: Touch
Duration: 1 Hour
Effect: This ability allows the psionic to manipulate time to repair a broken item, by reaching back to a time when the item was new. He may restore energy to a drained item or fix broken functions. The mutant must first have an idea of what is wrong with the item before it can be fixed.

Level 10 Abilities (67+ PKE)

Machine Read
PKE Points: 78
Range: Touch to 2 Meters
Duration: 20 Minutes
Effect: This ability allows the psionic to mentally communicate and understand machines. This ability is a combination of object reading and telepathy that applies to mechanical devices only. It works by touching any non-artificially intelligent machine (bike, gun, plane, and so on) and have complete knowledge of exactly how the machine operates. The psionic skill rating is equal to L8. If touching an artificially intelligent machine, he can actually communicate with it telepathically. He can tap into a memory bank without using a terminal because the information would be sent directly into the psionic's mind. Unwilling AI's will get a +5 to saving throws. A saving throw must be made to counter the effect.

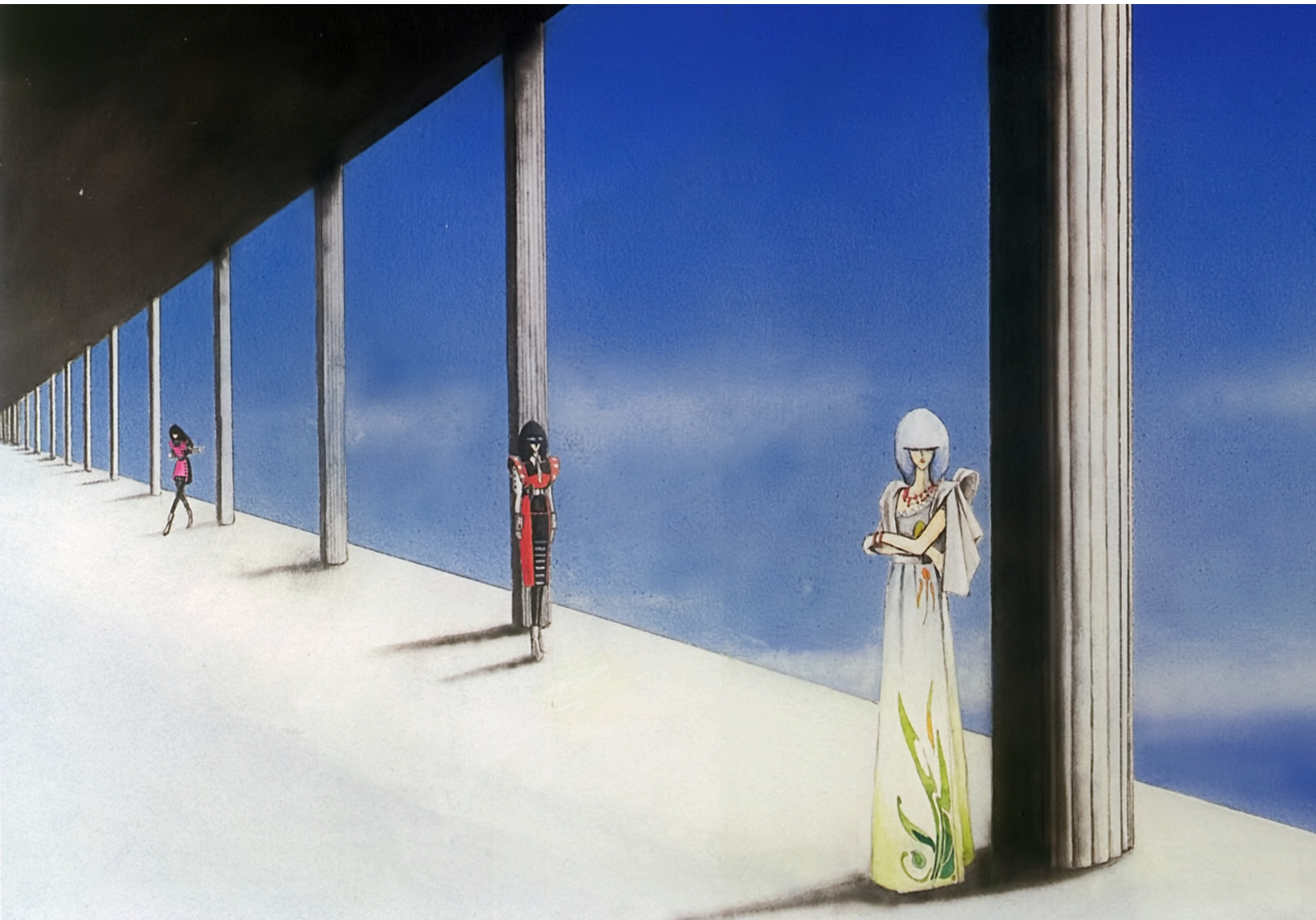
Time Distortion
PKE Points: 67
Range: Self
Duration: Instant
Effect: The psionic can distort the effects of time on his body. He could use this ability to gain another attack or movement instantaneously. By using this ability, the psionic looses two DH. This ability could only be used once per combat round or ten seconds. A failed roll means that the ability did not work and looses the attack or movement.

Time Navigation
PKE Points: 99
Range: Self/Touch
Duration: Instant
Effect: This extraordinary ability allows the psionic to actually travel in time. He and anyone/thing he touches or touches him goes along for the ride. The psionic can go backward or forward in time. The past cannot be changed. The future is just a possible future. When he travels, he stays in the same location and does not move at all. A failed roll means that the psionic is lost 3D6 times 10 years into the past or future from the desired time destination. All addition rolls are a -1 for each attempt to return "home." A saving throw must be made to counter the effect but at a -5 against the ability roll.

Time Negation
PKE Points: 69
Range: Self/Touch
Duration: Instant
Effect: The psionic can attempt to negate one action that place the previous turn or attack by making a successful roll. This action may only include the psionic and one item or creature, and this ability can only happen if the psionic is alive after the movement. This ability could only be used once per combat round or ten seconds.

Weather Manipulation
PKE Points: 71
Range: 100 Meter Radius
Duration: 10 Minutes
Effect: The psionic can create and control the limited weather condition outdoors within the radius, with varying effects based on the type of weather present.

Temperature can be made to vary by 10 degrees Celsius (18 degrees Fahrenheit) and winds can be doubled or halved in speed or created at a chosen speed. This ability could only be used once six hours.



EQUIPMENT AND MECHANICS

A well equipped character is an essential part of any role-playing game. Why you say? Can a chef cook without utensils? Can policemen detain a criminal without handcuffs or a side arm? Can you survive prolonged exposure to the sun without clothing? Can a soccer player play without a ball? There you have it.

The following is a listing of what types of equipment that characters could attain by purchase or by other means. While some of the equipment presented are very basic and require the most rudimentary skill, the more technologically advanced equipment will require specific skills to use.

Clothing

Item	Cost Ʉ (Units)
Street Shoes	40
Dress Shoes	275
Sandals	25
Blue Jeans	125
T-shirts	20
Casual Shirts	40
Leather Jackets	700
Under Garments	15
Cloth Belts	45
Sun Specs	100

Item	Cost Ʉ (Units)
Hightops:	150
Leather Boots	550
Casual Pants	75
Slacks:	100
Dress Shirts	80
Street Jacket	235
Cold Weather Jackets	450
Leather Belts	135
Tuxedos	1,300

All clothing mentioned above are all common clothing used throughout the star cluster. Different localities will have their own unique styles and could be named differently, but never-the-less, these are the common names.

Uniforms: Ʉ800-Ʉ1,200

Uniforms vary from position to position: Military (Ʉ900), Medical (Ʉ1100), Law Enforcement (Ʉ800), Firefighting (Ʉ1,400), etc. Some Headliner groups will have their own special uniforms which vary from group to group, ie, the Mirage Knights.

Royalty Wear: Ʉ2,300-Ʉ5,500 units

Royalty wear varies from government to government. Only nobility are allowed to wear this type clothing. Any other social class caught wearing royalty wear could be imprisoned, executed, or both depending on the strictness of the government. Headliners are included, even if some Headliners are not considered royalty but could be hired retainer by some royal family.

Robes: Ʉ5-Ʉ2,100 units

Robes could be worn by anyone. Royal robes value from Ʉ1,500 and are made from the best material. Common robes are least expensive and are made from more common materials, but are still quite steep.

Mirage Knight Uniform (Common Style)

Utilities & Electronics List

Air Fan: A fan that blows air. ***Value:*** Ʉ25

Air Mask: A head unit fitted around the nose to filter out air pollutants for breathing. Also comes in an underwater model. ***Value:*** Ʉ165

Audio IC's: Media storage device for audio files only. Maximum capacity 2 hours. ***Value:*** Ʉ20 each

Audio Mics: Miniature microphone used for sound recording. ***Value:*** Ʉ65

Audio-Amp: Small audio amplifier. Maximum capacity of 400 watts at 2 ohms. ***Value:*** Ʉ280

Backpack: A large bag made of a variety of materials that is fitted on the back of a person or animal used to carry items. Maximum carrying capacity is 20 Kg. ***Value:*** Ʉ65

Backpack Transceiver: A large transceiver that is carried on the back. Range 10 Km. ***Value:*** Ʉ235

Binocs: A telescopic device that enhances objects closer for a better view. Range 1.6 Km. ***Value:*** Ʉ95

Bio-Med Scanner: Scanning device used to detect abnormalities in living tissue. ***Value:*** Ʉ365

Bio-Stasis Field: A device that creates an energy field to put living specimens in suspended animation. Duration 12 hours. ***Value:*** Ʉ510

Bioware Scanner: A specialized scanning device that detects defects in bioware attachments and enhancements. ***Value:*** Ʉ450

Canteen: Water or other liquid carrying device with built-in sterilizer. Maximum capacity up to 1 liter. ***Value:*** Ʉ20

Chronometer: Any type of analog or digital device that measures time. ***Value:*** Ʉ70

Combo-Lock: Old-fashion locking device that uses numbers as locking codes. ***Value:*** Ʉ5

Compass: Any analog or digital device that points to the magnetic north of a planet to be used to find direction. ***Value:*** Ʉ65y

E-Cell Chargers: Charges up to four micro E-Cells in a matter of 1 hour. ***Value:*** Ʉ230

Electronics Toolkit: A toolkit used to repair basic electronic devices. Contains a soldering torch, soldering lead, voltmeter, and a number of electronic components for repair. ***Value:*** Ʉ125

Flashlight: A light stick. ***Value:*** Ʉ10

Hand PC: Portable hand held personal computer. 250 meg RAM. 150 MHz speed. Multi-com port. ***Value:*** Ʉ950

Hand Transceiver: A hand held transceiver. Range 5 Km. ***Value:*** Ʉ110

Handyman Tools: Basic toolkit equipped with screwdrivers, socket wrenches, mini-saws, and nails and screws for basic repairing. ***Value:*** Ʉ95

Head Gear: A micro-transceiver made to fit around the head. Range 2 Km. ***Value:*** Ʉ325

Headlight: A hat equipped with a light source for seeing in the dark. ***Value:*** Ʉ35

Hip Pouch: A small pouch made up of a variety of materials that is tied around the wait to carry small objects. Maximum carry limit of 3 Kg. ***Value:*** Ʉ25

Holo Player: Portable hologram player. ***Value:*** Ʉ1,500

Holo-Cam: Mini hologram camcorder. ***Value:*** Ʉ1,750

IC Keyboard: Digital mini keyboard. Comes in a variety of styles. ***Value:*** Ʉ375

IC-Lock: An electronic locking device that used an alpha-numeric keypad for security locking. ***Value:*** Ʉ50

IC Viewer: Picture viewer for images recorded on video ICs. ***Value:*** Ʉ225

IC Cam: Portable hand-held picture camera. ***Value:*** Ʉ670

InfoDisc: Personal media storage device for storage of computer information or personal information. Used for all services that includes cash transactions, identification, law enforcement, financial standing, etc. It is required for all people to carry one. Individuals without

a card is subject to death penalty. Maximum capacity for computer information is 10 gigabytes. ***Value:*** Personal Info-Ʉ50, Data Storage Ʉ30 each

Infra Specs: A head unit that is used for seeing into the infrared light spectrum (heat). Range 30 meters. ***Value:*** Ʉ150

Laptop PC: Small portable computer. 128 Gb RAM. 9.5 GHz speed. 6 Multi-com ports. ***Value:*** Ʉ2,550

Lock Pix: A lock-picking kit that enables a locksmith to break locks (excludes print, retina, and voice locks). ***Value:*** Ʉ600

Luggage: A traveling luggage set to store personal items and toiletries. It comes in a wide variety of colors, materials, and styles. ***Value:*** Ʉ100–Ʉ300

Medi-Kit: A basic medical emergency kit that contains bandages and pain killers for minor wound healing. Equivalent to untrained healing. ***Value:*** Ʉ120

Micro E-Cells: State-of-the-art rechargeable power supply for the majority of power driven devices. Under normal use, the cells give out power for 12 hours. ***Value:*** Ʉ50

Micro-stove: A small heating element contained in a small assembly used for cooking food. ***Value:*** Ʉ55

MicroDisc Cam: A small portable video recording camera. ***Value:*** Ʉ2,100

MicroDisc VCR: A device that plays video-audio files recorded on microdiscs. ***Value:*** Ʉ1,300

MicroDiscs: Media storage device for video-audio files only. Maximum capacity 8 hours. Holographics capacity is 6 hours. ***Value:*** Ʉ35 each

Mini CRT: A flat 4 cm diagonal screen used for image viewing. Could be used on a multitude of video devices. ***Value:*** Ʉ500

Nano Med Healer: Specialized medical kit that uses micro-robots to repair damaged body tissues. The micro-robots have enough power to be used five times before they become inert. Equivalent to paramedic and nurse healing. ***Value:*** Ʉ850

Optimodems: Ultra fast data computer-to-computer communications. Needs a multi-com port. Fast 50 gbps data transfer speed. AKD-5gh data compression compliant. ***Value:*** Ʉ750

Oxygen Tank: Tank that contains compressed oxygen for breathing. Contains 2 hours of oxygen. ***Value:*** Ʉ350

Pocket Radio: Small hand-held radio receiver used for entertainment. ***Value:*** Ʉ100

Print Lock: A complex security locking device that uses fingerprints as coding/decoding combinations for locking. ***Value:*** Ʉ240

Retina Lock: A complex security locking device that uses the eyes retina pattern as coding/decoding combinations for locking. ***Value:*** Ʉ360

Rope: A rope made of hemp or nylon. Length 20 to 100 meters. ***Value:*** Ʉ25

Sleeping Bag: A portable sleeping device that could be folded or rolled up and used anywhere. ***Value:*** Ʉ120

Slug Ammo: Old-fashion ammunition of slug projectiles. ***Value:*** Ʉ2 each/ 100 maximum

Speaker Boxs: Mini speakers with a dynamic range of 5 Hz to 220 kHz. Maximum wattage is 300 watts at 2 ohms. ***Value:*** Ʉ225

Syn-Drums: Digital electronic drums. Comes in a variety of styles. ***Value:*** Ʉ210

Syn-Guitars: Digital electronic string instrument. Comes in a variety of styles. ***Value:*** Ʉ635

Tape: Tape used to mend, seal and many other purposes. ***Value:*** Ʉ5

Ulta-Faxs: Hi-speed fax devices. Fax at 7.9 gbps. AKD-IV compliant. ***Value:*** Ʉ840

Ultra-V Specs: A head unit that is used for seeing into the ultra-violet light spectrum. Range 30 meters. ***Value:*** Ʉ205

Video IC: Media storage device for video pictures files only. Maximum capacity 5,000 picture files. ***Value:*** Ʉ25 each g

Voice Lock: A complex security locking device that uses a voice pattern as coding/decoding combinations for locking. *Value:* Ʉ540

Welding Kit: A mini-welding kit equipped with a welding torch, fuel, and metal strips used to join metal together. *Value:* Ʉ85

NOTE: Many of the terms used in the descriptions may seem archaic and hilarious, but this was written at time when such items and terms haven't existed that we use today. But to keep it nostalgic, they're staying the way they are.

Weapons

Archery

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
Short Bow	100	.5	N/A	2/rnd	500	Varies	N/A
(Arrows)	5 each	.5 per 10	1D6	N/A	N/A	N/A	N/A
Long Bow	150	1	N/A	2/rnd	800	Varies	N/A
Cross Bow	150	2	N/A	3/rnd	800	Varies	N/A
(Bolts)	15 each	.5 per 10	1D8	N/A	N/A	N/A	N/A
Composite Short Bow	750	.5	N/A	2/rnd	700	Varies	N/A
Composite Long Bow	950	.5	N/A	2/rnd	900	Varies	N/A
Composite Cross Bow	1,100	1.5	N/A	3/rnd	1100	Varies	N/A
Composite Cross Bow Pistol	650	1	N/A	4/rnd	400	Varies	N/A
Lt. Explosive Arrow	75	1.5 per 10	1D4x5	N/A	N/A	N/A	5m
Med. Explosive Arrow	250	2.3 per 10	1D4x10 / 1D4 DH	N/A	N/A	N/A	10m
High Explosive Arrow	550	5 per 10	1D6x10 / 1D10 DH	N/A	N/A	N/A	20m

Automatic Pistols

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
.45 Black Whip	400	2	4D6	3/rnd	45	7	N/A
7.6 Magnus	325	2	2D6	3/rnd	40	10	N/A
9mm Addler	450	2.5	3D6	3/rnd	40	15	N/A

Automatic Rifles

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
5.5 Uricul Assault Rifle	1,100	3	4D6	Burst	1000	30	N/A

Black Powder

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
Musket	75	1.5	1D4	1/rnd	30	1	N/A

Blunt Weapons & Axes

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
Battle Axe	150	2	2D8	#/atk	2.5	N/A	N/A
Battle Club	75	2.5	2D6	#/atk	1.5	N/A	N/A
Battle Mace	75	1.5	1D10	#/atk	2	N/A	N/A
Camping Axe	15	.5	2	#/atk	1	N/A	N/A
Club	25	2	1D8	#/atk	1	N/A	N/A
Hammer	10	.5	1D4	#/atk	1	N/A	N/A
Log Axe	50	1	1D4	#/atk	1.5	N/A	N/A
Mace	50	1	1D6	#/atk	1	N/A	N/A

Morning Star	100	1.5	1D8	#/atk	2.5	N/A	N/A
Spiked Club	200	3	2D8	#/atk	2	N/A	N/A
War hammer	100	2	1D8	#/atk	2	N/A	N/A

Chained Weapons

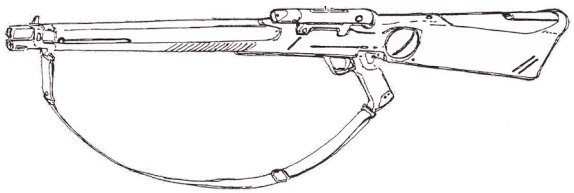
Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
Ball & Chain	150	2	1D8+5	#/atk	4	N/A	N/A
Flail	275	2	2D6	#/atk	3	N/A	N/A
Nunchaku	50	2.5	1D8+5	#/atk	3	N/A	N/A

Darts & Thrown Weapons

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
Blow Gun	20	.1	2	3/rnd	50	1	N/A
Dart	10	.1	1	#/atk	N/A	N/A	N/A
Energy Darts	130	.1	3D8	#/atk	N/A	N/A	N/A
Hand Grenade	70	.5	1D4x5	2/rnd	N/A	N/A	10 m
Shuriken	25	.5 per 8	1D4	#/atk	N/A	N/A	N/A
Sling	15	.1	1D6	3/rnd	100	N/A	N/A
Spikes	5	.1	1	#/atk	N/A	N/A	N/A

Energy Pistols

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
CZ-501	1200	1	1D4	#/atk	150	15	N/A



Energy Rifles

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
Krup PAC-40	1,400	3	4D6 / 1D6 DH	Burst	1500	25	N/A
M-U-17	1,600	2.7	3D6 / 1D4 DH	#atk	800	20	N/A
Henel Stg-44	2,000	2	3D6 / 1D4 DH	Burst	1500	50	N/A

Knives

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
"Meat" Cleaver	100	1	1D10	#/atk	1	N/A	N/A
Knife	50	.3	1D6	#/atk	1	N/A	N/A
Long Dagger	50	.1	1D6	#/atk	1	N/A	N/A
Short Dagger	25	.1	1D4	#/atk	1	N/A	N/A

Military Weapons

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
50mm Assault MAC	1,900	10	4D6	Burst	900	200	N/A
Flame Launcher	250	6	1D10/rnd	3/rnd	30	20	2/min of fire
Gross S.A.M.	720	505	1D8x20	1	2000	1	40
Light Anti-Tank Rocket	1,000	2	1D6x10	1	1000	1	20
Recoilless Rifle	1,700	15	1D6x10	2/rnd	400	15	10
Rocket Launcher	500	5	1D4x10	1	1000	1	10

Shotguns

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
Backroads 4	300	1	1D4X5	2/rnd	50	1	.5 m
TP-70 Pump Shotgun	800	1.5	1D6x10	2/rnd	60	2	.5 m

Staves, Spears and Poles

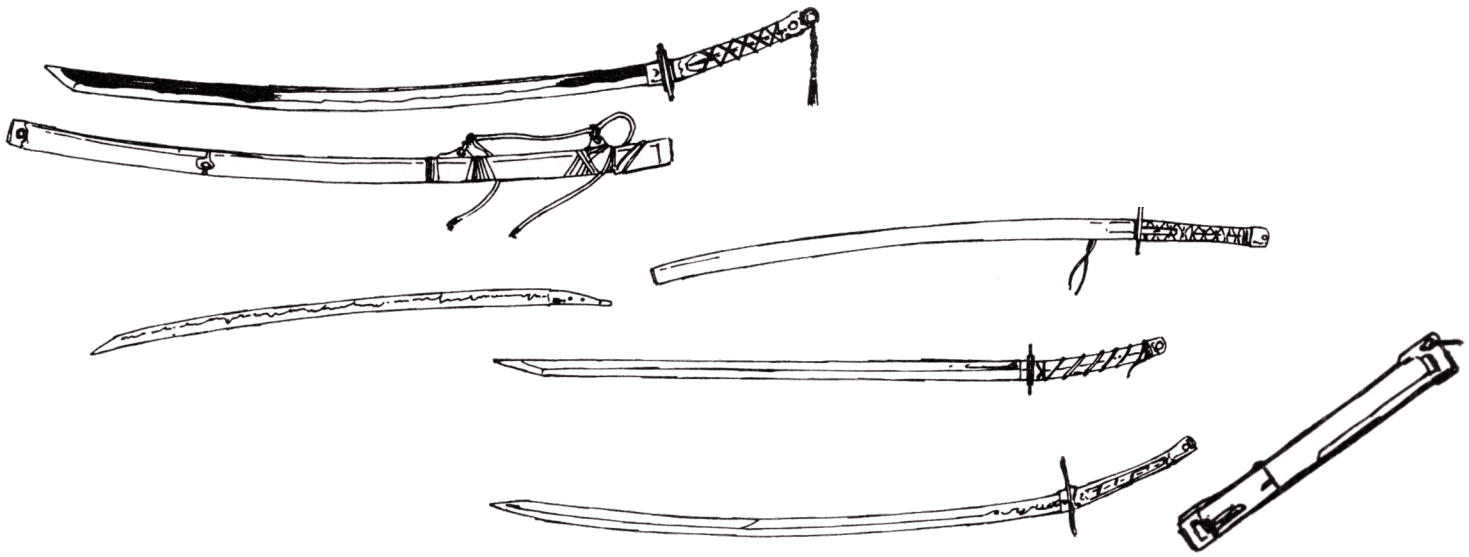
Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
Bo Staff	100	2.5	1D8+2	#/atk	3	N/A	N/A
Halberd	600	2.5	3D6	#/atk	5	N/A	N/A
Iron Staff	250	2.5	3D6	#/atk	4	N/A	N/A
Javelin	75	2	1D6+2	#/atk	3	N/A	N/A
Long Spear	125	2.5	1D8	#/atk	4	N/A	N/A
Quarter Staff	150	2.5	3D4	#/atk	4	N/A	N/A
Scythe	450	3.5	1D8	#/atk	3	N/A	N/A
Short Spear	90	2	1D6	#/atk	3	N/A	N/A
Tident	100	2	1D6+4	#/atk	3	N/A	N/A

Sub-Machine Guns

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
9mm Delta Uzi Type	1,000	4	2D6	Burst	250	30	N/A

Swords

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
Bastard Sword	550	4.5	3D4	#/atk	3	N/A	N/A
Bora-bola	900	.5	4D10	#/atk	reach	N/A	N/A
Broad Sword	400	4	3D6+2	#/atk	2.5	N/A	N/A
Cutlass	300	2	1D8+1	#/atk	2	N/A	N/A
Falcon Blade	600	3	3D4+3	#/atk	3	N/A	N/A
Katana	500	2	3D4	#/atk	2	N/A	N/A
Long Sword	300	3.5	3D6	#/atk	3	N/A	N/A
Sabre	225	1.5	1D6+3	#/atk	1.7	N/A	N/A
Scimitar	200	1.5	1D6+2	#/atk	1.5	N/A	N/A
Short Sword	125	2.5	1D8	#/atk	1.5	N/A	N/A
Spud (Royalty Only)	1,500	.5	2D10 / 1D4 DH	#/atk	reach	N/A	N/A



Personal Body Armor

Body armor gives the character additional protection from physical damage. The types of conventional armor are divided into three groups; Ancient, Modern, and Armored Suits.

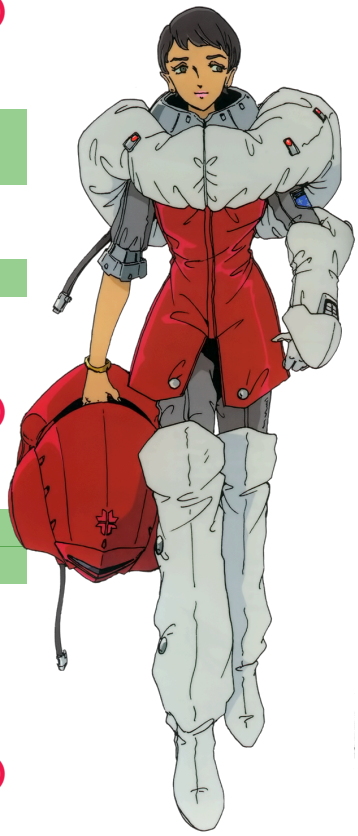
Ancient body armor are made from easy to obtain materials such leather and metal. With these materials, various types of ancient wares were created providing the wearer fairly good protection. Since they are made from natural materials, the more protect they provide, the bulkier they get giving poor mobility.

Modern body armor are made from newer types of lightweight materials. They provide good protection while light enough not to hinder mobility. In order to keep the wearer mobile, they are developed as partial or full vest types. While protecting the torso from additional damage, the extremities are vulnerable to damage.

The last category of conventional armor are the armored suit types. These types provide full protection for the wearer. They are made from very various exotic light composite materials from leather to composite plastics. Even though they are made from the these material and provide good overall protection, the more protection they provide, the bulkier they get.

Ancient Armor

Type	D.R.	D.H.	Mobil	Penalty	Avail	Weight (kg)	Value (U)
Cloth	0	1	Good	N/A	VC	.5	10
Leather	1	5	Good	N/A	VC	1	25
Padded/Quilted	1	8	Good	N/A	C	1	30
Studded Leather	1	10	Good	N/A	C	1.5	40
Chain Mail	2	20	Fair	-1	R	10	75
Scale Mail	3	25	Fair	-2	R	15	125
Plate Mail	4	40	Poor	-3	VR	20	200

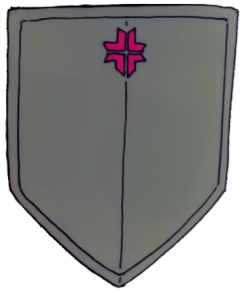


Modern Armor

Type	D.R.	D.H.	Mobil	Penalty	Avail	Weight (kg)	Value (U)
Flack	2	10	Good	N/A	C	2	50
Concealed Flack	2	10	Good	N/A	R	2	60
Riot Gear	3	15	Good	N/A	R	3	120
Kevlar Vest	4	20	Good	N/A	R	5	300
Fiberglass Vest	5	25	Fair	-1	VR	5	450
Plastic Vest	5	35	Fair	-2	VR	5	500

Armored Suits

Type	D.R.	D.H.	Mobil	Penalty	Avail	Weight (kg)	Value (U)
Driving Leather	1	10	Good	N/A	VC	2	100
Cycle Leather	2	12	Good	N/A	VC	2	120
Bio Suit	2	15	Good	N/A	C	2	150
Flight Suit	3	15	Good	N/A	C	3	1,165
Lt. Space Suit	3	20	Fair	-2	R	4	1,200
Hvy Space Suit	4	35	Poor	-3	VR	8	1,800
Riot Armor	5	50	Poor	-4	VR	10	2,500
Fiberglass Armor	6	70	Poor	-5	VR	12	3,100



Shields

Type	D.R.	D.H.	Mobil	Penlty	Avail	Weight (kg)	Value (U)
Metal Shields	+2	+10	Fair	-2	C	2	500
Military Shields	+2	+25	Fair	N/A	R	2	1,150

Bioware Implants & Replacements

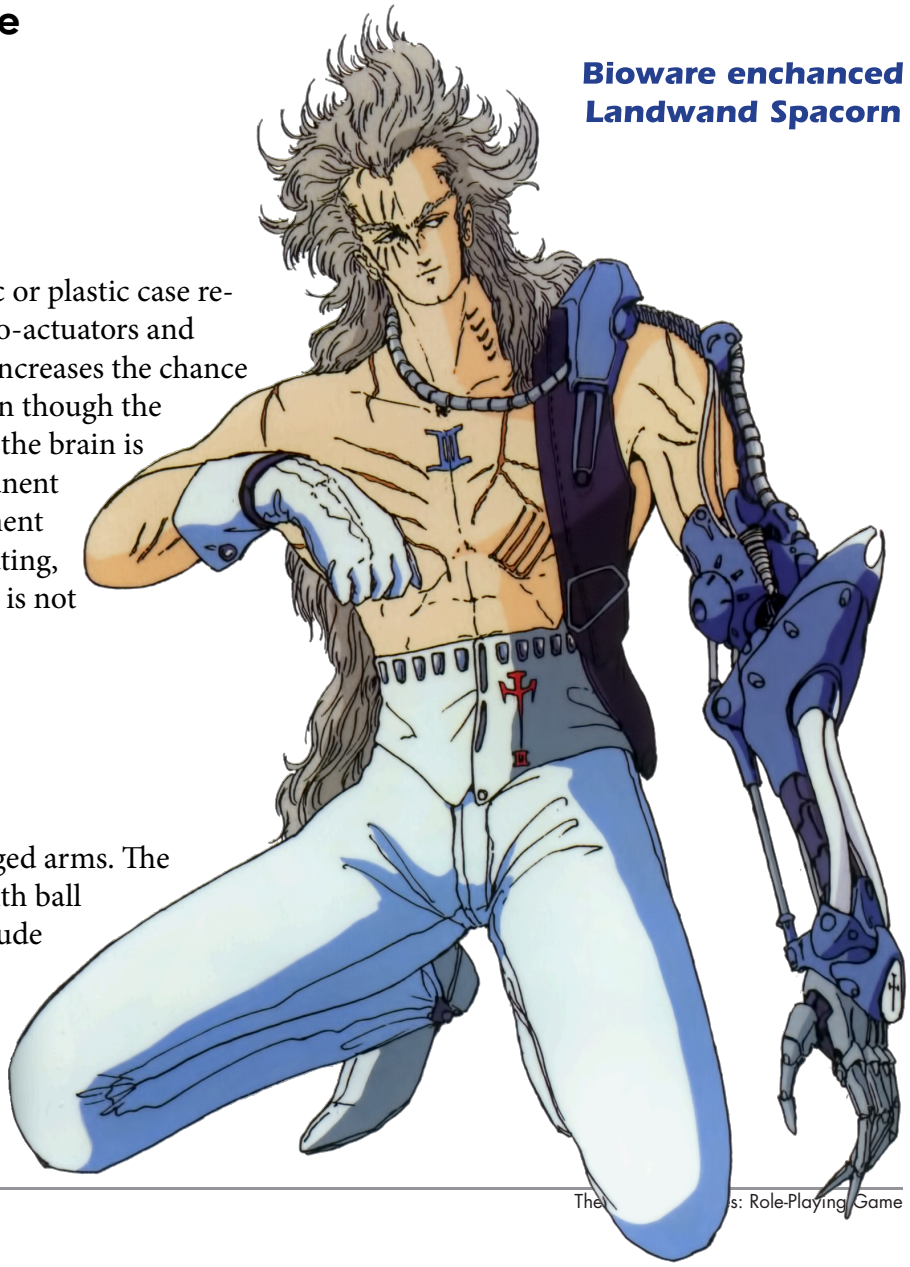
Bioware is the generic term for cybernetics and bionics. They refer to any type of technological enhancement for humans. The range of bioware could be from arm prosthetics to organ replacements. Their main purpose is to replace damaged extremities or organs and to make the human body stronger or more alert. Besides their main purpose, they are also used to make fashion statements. Bioware replacements do not allow the sense of touch, pressure, heat, or cold.

Ever since the development of bioware, there are still some side-effects. The most prominent side-effect is the development of mental instabilities in the human mind. Even though drugs were developed to counteract physical rejection, for some reason medical science has not developed a drug to counteract mental rejection. The human body still rejects the enhancements to the body in some way or another. With the replacement of arms, legs, and the torso, there is a 10% chance that the character will develop a mental instability. With partial replacements to the head, there is a 20% chance that a mental instability will develop. Any additional attachment will increase the chance of developing a mental instability by 15% for each additional attachment. The replacement of internal organs does not cause the development of any instability. PKE points are reduced by 5 for each additional attachment, prosthetic or any type of implant or attachment. Also, the character looses one psionic ability (if any) form each additional attachment, prosthetic or any type of implant or attachment.

Each bioware prosthetic will have additional space for other attachments. Additional attachments are extra feature that are added to a prosthetic. They could range from life-like skin to a concealed laser weapons. Additional implant attachments will have a location code. The location code corresponds to the prosthetic where it could be attached to.

Location Prosthetic Code Type

HP – Head Prosthetic
AP – Arm or Hand Prosthetic
LP – Leg Prosthetic
TP – Torso Prosthetic



Bioware enchanced Landwand Spacorn

Head Prosthetics

The head prosthetic is only an outer metallic or plastic case replacing the skull bones. It includes stock micro-actuators and synthetic muscles. Damage done to the head increases the chance of developing mental instabilities by 40%. Even though the eyes, hears, jaws, and teeth could be replaced, the brain is not replaceable. Damage to the brain is permanent and could result in death (95%). The replacement gives the head 10 damage hits, no defensive rating, and no bonuses. Replacing organs in the head is not advisable.

Additional Capabilities

6 Spaces for attachments

Arm Prosthetics

Arm prosthetics are replacements for damaged arms. The basic replacement looks like a metallic arm with ball joints. Internal parts of an arm prosthetic include stock synthetic muscles, actuators, micro-batteries, and neuro-interfaces. Its movement capabilities are just like normal arms. This bioware increases the arms' agility and strength. The arm prosthetic has 10 damage hits and a defensive rating of +1.

Additional Capabilities

8 Spaces for attachments
+2 Strike +3 Parry +1 Initiative
+10 Additional Physical Damage
Lift additional 25 kilograms

Leg Prosthetics

Leg prosthetics are replacements for damaged arms. The basic replacement looks like a metallic leg with ball joints. Internal parts of an arm prosthetic include stock synthetic muscles, actuators, micro-batteries, and neuro-interfaces. Its movement capabilities are just like normal legs. This bioware increases the legs' endurance. The leg prosthetic has 20 damage hits and a defensive rating of +2.

Additional Capabilities

6 Spaces for attachments
+2 Dodge +3 Block
Run additional 10 meters per second

Torso Prosthetics

Torso prosthetic is the body replacement for the torso. It basically looks like metal armor surrounding the body. Its inter parts include stock synthetic abdominal and back muscles, metallic ribs and back bones, neuro-interfaces, and micro batteries. Just like a normal body, it s designed to protect the internal organs from damage. It also provides additional protection. Normal damage hits from STR and END are gone. The torso prosthetic provides the character with 40 damage hits and a defensive rating of +3.

Additional Capabilities

10 Spaces for attachments
Weight increases by 15 kilograms

Bioware Implants List

Artificial Heart
Location Code: TP
Spaces: 3
Value: Ʉ1,000

This implant is a replacement for the original damaged heart. Its function is like a normal heart but its efficiency is fifty percent higher.

Artificial Kidney
Location Code: TP
Spaces: 1 Each
Value: Ʉ500 Each

A replacement for a damaged kidney. It filters toxic chemicals from the body more efficiently than normal kidneys.

Artificial Lungs
Location Code: TP
Spaces: 2 Each
Value: Ʉ700 Each

The artificial lungs are replacements for the original lungs. It is more efficient that a normal lung delivering higher amounts of oxygen to the body while discharging equal amounts of carbon dioxide from the body. One side-effect if the lung is that when harmful gasses are breathed in, the body reacts quicker to the gasses.

Inner Replacement Ear
Location Code: HP
Spaces: 2
Value: Ʉ1,000

Completely rebuilds inner ear and eardrum to create perfect human hearing.

Larynx & Voice Box
Location Code: TP
Spaces: 2
Value: Ʉ700

Replaces the damaged organ with a synthetic system that can simulate human voice. The voice can be made to simulate the original voice. A good quality record of the original voice is required. It cannot simulate any other voice once it is set. In a case that there is no original voice recording, an alternate voice may be chosen.

Micro Muscles
Location Code: ANY
Spaces: N/A
Value: Ʉ50 per 10 sq/cm

A replacement for damaged muscles. Each micro muscle is composed of micro-hydraulics controlled by electrical impulses from the brain. Better than original or synthetic muscle tissue. Adds +2 to STR trait.

Nasal Replacement Passage
Location Code: HP
Spaces: 2
Value: Ʉ600

Restores or replaces damaged nasal passages with synthetic skin and smell sensors.

Outer Replacement Nose

Location Code: HP
Spaces: N/A
Value: Ʉ300

A cosmetic procedure that replaces the damaged or missing nose with natural looking living tissue built over a synthetic frame.

Reinforcement Bones
Location Code: ANY
Spaces: N/A
Value: Ʉ150 per 10 cm
This is the replacement of damage bones. They are made up of composite material which are light and long lasting. They need to be replaced every five years.

Replacement Lips
Location Code: HP
Spaces: N/A
Value: Ʉ350
A cosmetic procedure that replaces damaged or missing lips with natural looking living tissue.

Skin Replacement
Location Code: TP
Spaces: N/A
Value: Ʉ100
This is artificial skin replacement that replaces damaged original skin.

Synthetic Tongue
Location Code: HP
Spaces: 1
Value: Ʉ700
Replaces a damaged tongue with a synthetic one composed of living tissue, blood vessels, and taste buds/sensors.

Bioware Weapons

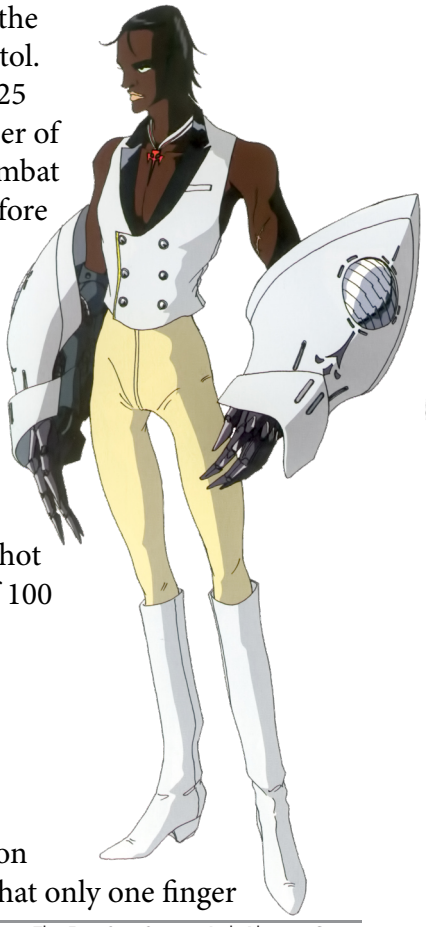
Arm Vibro-Saw
Location Code: AP
Spaces: 8
Value: Ʉ35,000 Each Arm
These vibro-saws are built into the arm structure. They cause 3D10 DH plus strength damage.
Arm Weapons

Location Code: AP
Spaces: 8
Value: Varies
A weapon unit that is built onto the interior of the forearm. A selection different weapons is available. Only one weapon type can be built into an individual arm (uses up all spaces for the arm and hand). Because of the excess weight and awkwardness of the weapon, there is a penalty of -2 to strike and dodge during combat.

Weapon Type	Dam	RoF	Mrnge	Shots	BlstRad	Value
Laser	2D6	1/atk	610 m	20	N/A	20,000
Ion	2D6	1/atk	340 m	20	N/A	20,000
Plasma	4D6	1/atk	300 m	15	5 m	35,000
Particle Beam	6D6x5	1/atk	300 m	10	N/A	40,000
Machine-gun	2D4	Burst	600 m	50	.5 m	20,000
Micro-Missile	1D4x10	1/atk	2 km	2	5 m	50,000

Climbing Cord
Location Code: AP
Spaces: 3
Value: Ʉ1,500
It is similar to the garrote wire. This is a 20 meter length of 675 kg test cord and no thicker than a nylon fishing line. The climbing cord if primarily used for espionage. A weight can be attached and used as a weapon causing 1D6 DH damage. A small grappling hook can be attached for climbing.

Concealed Laser
Location Code: AP, LP
Spaces: 5
Value: Ʉ5,000
A small gun barrel-like weapon concealed into the bionic arm. When needed, a neural signal releases the rod out of the arm and into the hand of the wearer like a pistol. Damage: 1D6 DH. Range: 225 meters. RoF: Equal to number of hand to hand attacks per combat round. Payload: 10 blasts before needing recharging.



Finger Gun
Location Code: AP
Spaces: 2
Value: Ʉ100
One finger is not quite as lifelike and does not bend. This is a one point and fire shot gun. It has affective range of 100 meters and does 3D6 DH.

Ion Finger Blaster
Location Code: AP
Spaces: 4
Value: Ʉ10,000
A tiny high-damage weapon contained in a finger. Note that only one finger

per hand can contain a weapon. Damage: 1D4 DH. Range: 90 meters. RoF: To 3 per combat round. Payload: 6 blasts per energy cell before needing recharging. Requires four hours to recharge an energy cell and one ion blaster per hand.

Laser Torch
Location Code: AP
Spaces: 2
Value: Ʊ5,000

A simple laser tool similar to welders' torch used to cut or weld metals. Damage: Two settings 1D6 or 3D6 DH. Range: 15 meters. RoF: Up to 4 per combat round. Payload: 12 blasts before needing to recharge. 30 minutes to recharge.

Micro Computer
Location Code: AP, LP
Spaces: 5
Value: Ʊ1,500

A miniature similar to the tiny organizer-type model with 50 MB memory. It is built into the forearm of the person. The user must have the appropriate skill to use this device (Computer Operation is minimal).

Micro-blade Fingernails
Location Code: AP
Spaces: 1
Value: Ʊ100 per Each Nail

The fingernails are replaced with artificial nails that are razor sharp. These nails can be carefully used as tiny blade weapons in a slashing or clawing attack. Each nail does 2 DH.

Retractable Finger Micro-blades
Location Code: AP
Spaces: 3
Value: Ʊ1200 per Finger

Blades are five to ten centimeters long and double-edged blades retract from the finger and appear as finger nails. Damage: 1D4 DH per each finger plus additional damage from the strength trait.

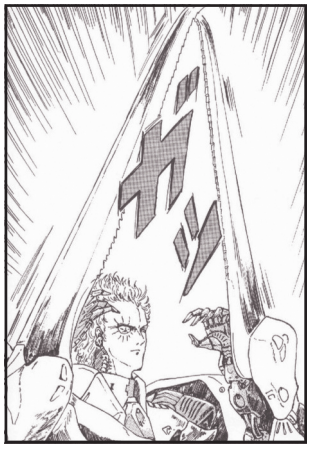
Retractable Hand Blades
Location Code: AP
Spaces: 3
Value: Ʊ2,500

Two to four long blades that are concealed in the forearm until needed for combat. The blades extend out to about .75 meters from the forearm through openings through the back of the hand. They are used like a short sword and adds 3D6 DH damage to an attack.

Retractable Knuckle Razors
Location Code: AP
Spaces: 3
Value: Ʊ2,500

Four, ten to 15 centimeter blades retract from the knuckle housings. It adds 3D4 DH damage to hand to hand attacks plus additional damage from the strength trait.

Vibro-Blades
Location Code: AP
Spaces: 5
Value: Ʊ3,000



The are just like the retractable hand blades, except that there vibrating blades do 1D6x5 DH to and target.

Wrist Wire
Location Code: AP
Spaces: 3
Value: Ʊ200

A thin, strong wire is hidden inside a prosthetic wrist junction that can be pulled out and used to strangle an opponent. Damage done is 1D4 DH per attack round.

Bioware Sensors & Equipment

Amplified Hearing
Location Code: HP
Spaces: 4
Value: Ʊ1,400

A system of tiny sound amplifiers, microphones, and receivers are built into the ear canal, enabling the character hear almost inaudible sounds at 100 meters away. The amplified hearing also enables the character to accurately estimate the distance and location of the sound source.

Bonuses: +1 to parry, +2 to dodge, +6 on initiative.

Arm/Hand Energy Cell Port
Location Code: AP, LP
Spaces: 3
Value: Ʊ4,000

A connector device is attached to the hand or arm, enabling the person to attach additional energy cells to power his bionic energy weapons. A separate connector device is needed for each individual energy weapon.

Finger Cyberjack
Location Code: AP

Spaces: 4
Value: Ʉ3,000

The artificial finger can plug directly into communication systems, radios, sensory equipment, and robots to receive direct data transmissions.

Infrared Sensor
Location Code: HP
Spaces: 4
Value: Ʉ900

This type of optical enhancement relies on a source of infrared light, a pencil thin beam of light projected from the eve to the target. The narrowness of the beam limits the viewing area to a small area of about 5 meters and a range of 350 meters. The character can see through darkness.

Infra-Ultra Eye
Location Code: HP
Spaces: 4
Value: Ʉ1,300

A natural, but a bit unusual looking eye. The pupil is noticeably larger than a normal eye's and the iris is an unusual violet or alizarin color. This eye enables the character to see into the infrared and ultraviolet spectrums of color.

Internal Chronometer
Location Code: TP
Spaces: 2
Value: Ʉ250

A device that can be implanted almost anywhere, that continuously keeps track of the exact time, down to l00th of a second, as well as the calendar date.

Internal Gyro-Compass
Location Code: TP
Spaces: 2
Value: Ʉ500

A device that can be implanted almost anywhere, that can always locate north and the other directions, as well as up and down.

Micro Still Camera

Location Code: AP
Spaces: 4
Value: Ʉ500

A tiny still camera fits inside the tip of one finger. The camera can shoot 24 photos on microfilm and is designed to automatically adjust for low light and bright light exposures. The camera shoots a picture with the correct movement of the hand. Film costs about Ʉ50 per microfilm and takes about 10 seconds to reload.

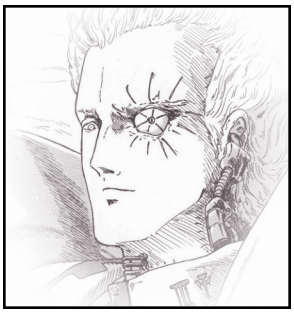
Micro Video
Location Code: HP
Spaces: 4
Value: Ʉ1,200

The tiny video recorder tapes everything the person looks at and hears. The images are recorded on a two hour, one inch video disc that is slipped into an implant in the skull. The disc can be easily ejected from a tiny slot and a new one put in.

Molecular Analyzer
Location Code: TP, HP, AP, LP
Spaces: 3, 2, 3, 3
Value: Ʉ800

This microprocessor based sensor is used for testing and analyzing impurities in the air. It can specifically identify any chemical and dangerous molecules.

Multi Optic Eye
Location Code: HP
Spaces: 4
Value: Ʉ20,000



A mechanical optic system that includes the following:

- Telescopic: 4x magnification, range 1800 meters
- Macro lens: 8 x magnification, range 10 centimeters
- Passive night vision: Range 600 meters
- Thermo-imaging: Range: 600 meters
- Light filters: Reduces glare
- Targeting display: Adds a bonus of + 1 to strike with any weapon.

Optic Nerve Video Implant
Location Code: HP
Spaces: 2
Value: Ʉ4,000

This advanced operation implants an optical sensor right on the optic nerve. The implant enables the recipient to see video transmissions in his head/eyes.

Oxygen Cell

Location Code: TP
Spaces: 2
Value: Ʉ100

A special chemical cell, controlled by micro-processors, that stores oxygen from the character's normal breathing. When oxygen is low, the oxygen is released back into the lungs. The net effect is to give the character the ability to go without breathing for up to 30 minutes. Note that the character must breathe normally for about

an hour to recharge the cell between uses.

Polarized Eye
Location Code: HP
Spaces: 4
Value: Ʊ120

Looks completely natural, but has the capability of polarized vision. The glare of bright light and sunlight is filtered.

Sensor Hand
Location Code: AP
Spaces: 4
Value: Ʊ9,000

A special prosthetic hand filled with sensors can be used to replace a severed human hand. The sensor hand is implanted with the following sensors: heat, motion detector, radiation detector, radar detection, micro gyro, and chronograph.

Simulated Real Eye
Location Code: HP
Spaces: 4
Value: Ʊ100

A natural, realistic eye that appears and functions exactly like the real thing, but is created in the laboratory with synthetic tissue and nano-technology.

Sound Filtration System
Location Code: HP
Spaces: 2
Value: Ʊ500

This filter will automatically react to potentially damaging sounds by plugging or filtering ear. Sounds are muffled to protect the character from deafening or disorienting levels of sounds.

Targeting Sight
Location Code: HP
Spaces: 4
Value: Ʊ3,000

This is a feature that can be added to any of the mechanical eyes. Cross hairs are superimposed over the visual image to help focus on a specific target area and adds a bonus of + 1 to strike when using any weapon. More than one multiple targeting sight does not give additional bonuses.
Telescopic Sight

Location Code: HP
Spaces: 4
Value: Ʊ400

The eye has a telescopic lens for long distance viewing range of 1,800 meters.

Thermal Imager
Location Code: HP
Spaces: 4
Value: Ʊ2,000

This artificial eye simulates normal human vision, with the added feature of an optical heat sensor. The sensors translates the infrared radiation of warm objects into a visible image. The character sees the heat as bands of color and can see in darkness and shadows.

Toxic Gas Filter
Location Code: TP
Spaces: 3
Value: Ʊ1,300

A mechanism designed to filter most toxic gases out before they enter the lungs. The filter is effective against all types of tear gas, poisons, nerve gas, smoke, and purely chemical fumes.

Ultrasonic Ears
Location Code: HP
Spaces: 4
Value: Ʊ400

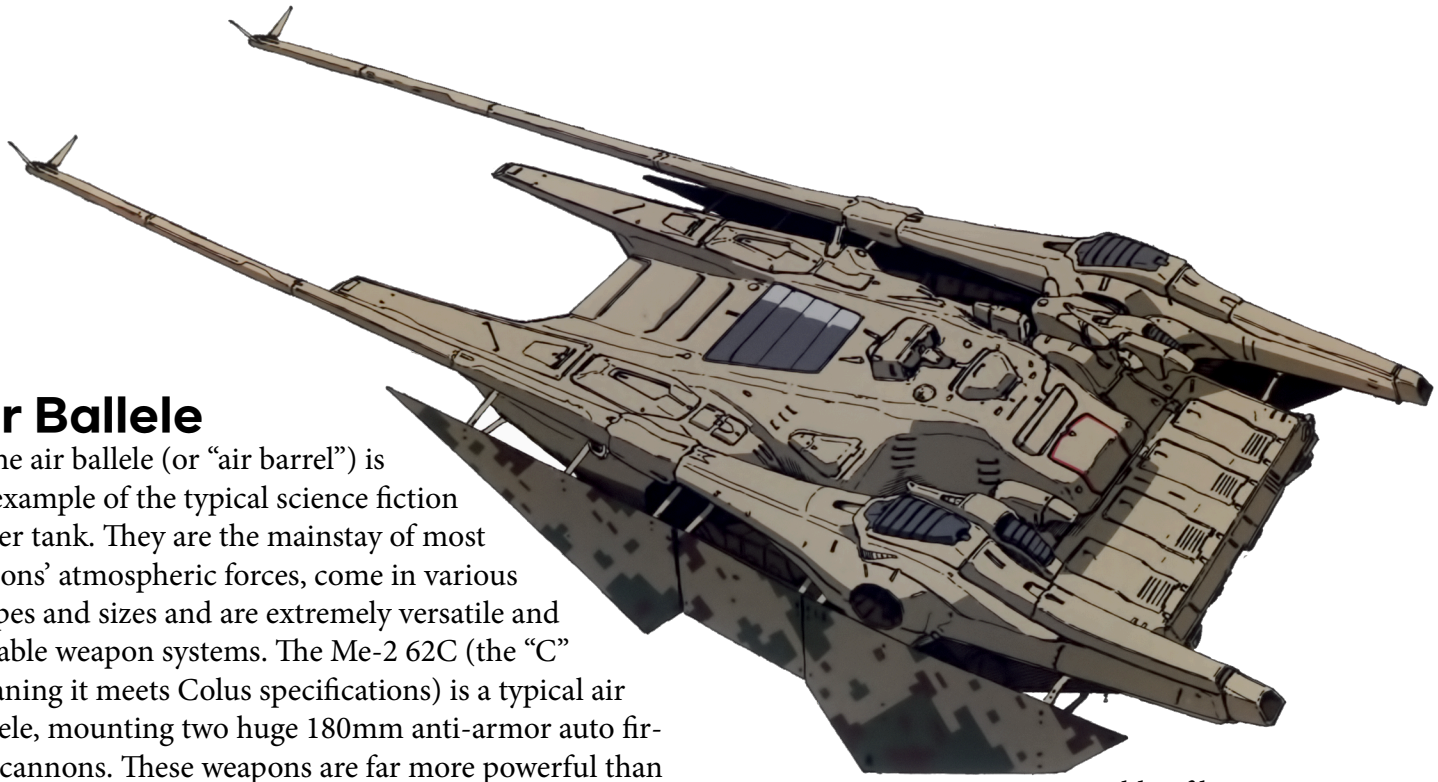
This increases hearing reception into the ultrasonic frequency sound range. The character can hear the high-pitched whine of a television capacitor or dog whistle, inaudible to normal humans, up to 80 meters.

Underwater Eyes
Location Code: HP
Spaces: 4
Value: Ʊ700

The eye lens is designed to automatically distort when submerged underwater, enabling it to compensate to the watery environment without need of goggles or other eye protection.
Universal Head Cyberjack

Location Code: HP
Spaces: 4
Value: Ʊ3,100

This is a special connector or pack that is built into the skull, usually at the base of the head or the ear. The combination enables characters to plug into a variety of microprocessor type electronics. It includes most communications equipment, video systems, radar detection devices, and more conventional items like CD players, television, disc recorders, and so on.



Air Ballele

The air ballele (or "air barrel") is an example of the typical science fiction hover tank. They are the mainstay of most nations' atmospheric forces, come in various shapes and sizes and are extremely versatile and durable weapon systems. The Me-2 62C (the "C" meaning it meets Colus specifications) is a typical air ballele, mounting two huge 180mm anti-armor auto firing cannons. These weapons are far more powerful than any 21st century tank cannon and, being able to fire at a rate of 600 rounds per minute (ten 180mm armor piercing shells per second!), these cannons are able to destroy even the largest vehicles and bunkers in mere seconds (even Mortar Headds are in danger if the operators aren't paying attention). The Me-2 also carries four laser guns, two mounted on each of the 180mm cannon, for anti-vehicle roles. There are also three anti-personnel lasers and an S-mine to keep grunts and powered armor troops at bay.

The air ballele is not as heavily armored as its modern day counterparts, trading armor protection for an increase in speed (typical air balleles can fly at up to 300 kph). However, the Me-2 is armored with what is known as "bazooka plating" which is a porous mesh-like armor material that is designed to diffuse the energy of shaped charged rounds that attach themselves to the armor. Bazooka plating is almost completely ineffective against armor piercing rounds but they are all protected by a forward-facing energy screen which repels beams and ordinance fired in its direction. Thus, when the Me-2 is facing forward and charging the enemy, its energy screen can be used most effectively from this angle of attack, and all of its main weaponry can be brought to bear upon the enemy simultaneously!

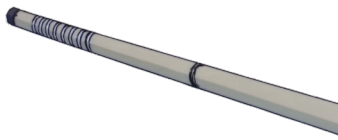
The Me-2 is a highly mobile flying tank, capable of taking off from as little as 50 meters of runway and can fly at speeds exceeding 250 kph. The Me-2 also possesses a set of storage bins at the rear of the tank which can be used to house more ammo, equipment for ground troops or can be turned into troop carriers themselves which are capable of housing up to 15 fully armed troops. For this reason, the Me-2 proves to be a popular commodity amongst the various atmospheric forces of the galaxy.

The Me-2 is but one popular model of air ballele. The AKD is known to use multiple types in its atmospheric and space forces. The E-505 and the small, maneuverable E-75 are two examples.

Me-2 62C

Nation: Various
Length: 12.6m (18.09m total length)
Weight: 71 tons
Engine: 4 generator ezlaser system
Output: 50.0 million horsepower
Weaponry:
180mm Cannons (600 rounds/minute each) x2
Laser Guns (2 per launcher) x4
Anti-personnel laser guns x3
S-mine (anti-personnel mine)

E-505

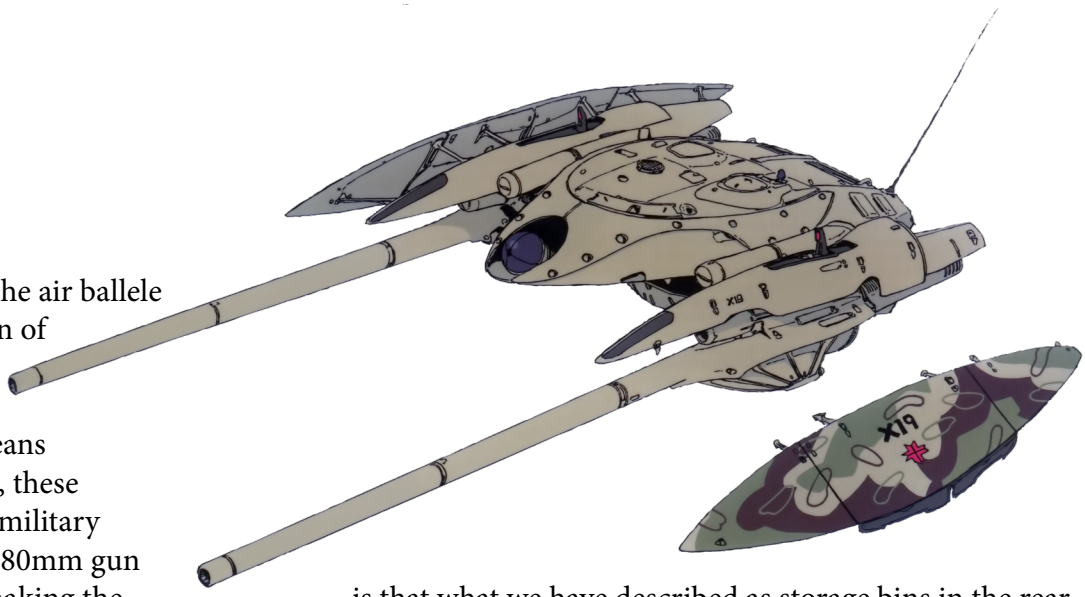


Nation: AKD
Main Body Length: 10.3m
Weight: 19.7 tons
Weaponry:
150mm Cannons x2

E-75

Nation: AKD
Length: 8.9m
Weight: 22 tons

Engine:
Weaponry:
185mm Cannon
Biralkema
Machine Beam Cannon x2

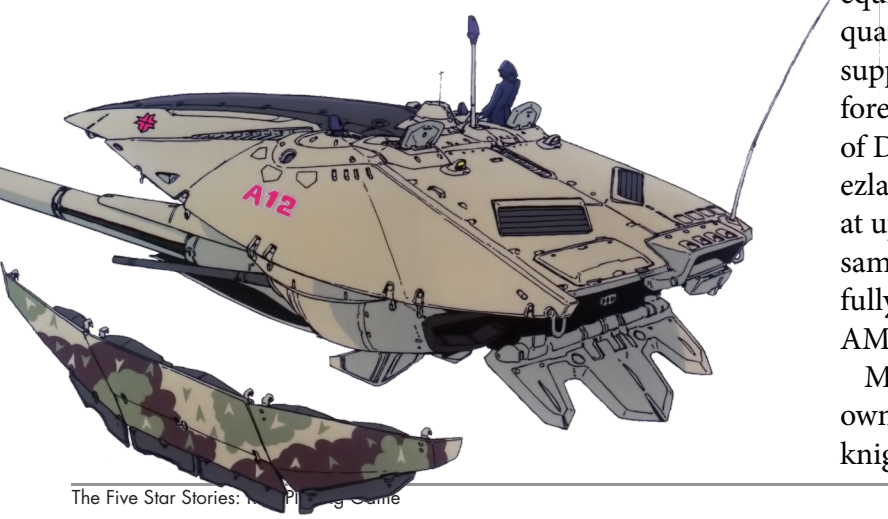


As introduced in *FSS VoI. IV*, the air ballele airborne tank is the main weapon of the Colus Dynasty's Atmospheric Forces. Officially known as the Me-2 Type 62c (the "c" means it meets Colus design standards), these air balleles are massive pieces of military machinery equipped with twin 180mm gun launchers, but without turrets, making the guns themselves virtually immobile. The way in which they are aimed is similar to the Swedish-built S-Tank that freely maneuvers the vehicle vertically and laterally. The Me-2 is capable of take-off on as little as 50 meters of runway and can fly at up to 250km/hr. In battle, the tank is flown so that the commander and gunner are always looking at their opponent straight down the muzzles of the two launchers. In this position, the Me-2 is least vulnerable to enemy fire and can activate its energy barrier most effectively.

The superior performance of the Me-2 is best attested to by the fact that is deployed in the armies of over 80 countries in the Galaxy, 10 of them, including the Trio de Colus, holding licenses to manufacture the tank. Incidentally, the Amaterasu Kingdom Demesnes forces (not the Mirage Knights) employ a model of the air ballele in defending part of their territory on Addler.

This brings us to the question of variation. Me-2s vary as much as the M4 Sherman, the former having a number of hull designs on which to mount the two launchers. As a mailer of fact, the scene from *FSS Vol. IV* would lead us to believe that no two are exactly alike.

Another important reason why the Me-2 is so popular is that what we have described as storage bins in the rear of the hull are in fact often converted into troop carriers, capable of trans-porting 15 soldiers fully equipped for battle. The bins can also be used as command modules or normal freight containers.



The Me-2's hull and armor are painted in the Dynasty's characteristic "mocking bird" green. At the Battle of Atork, however, desert yellow was considered more appropriate. The Me-2 is a huge tank, twice as long and 4.5 times as heavy as the T-72M (see the above illustration), but when operating on the ground, it stands no higher than a SHILKA.

The super MOUSE's that Lachesis will come upon in Berlin 1945 can only be called "kind of cute" when compared to the scale of the air ballele, the sight of which would have illicited only one comment from the German high command, "We surrender!" After all, seven or eight rounds from those two 188's could blow an aircraft carrier the size of the Enterprise or the Yamato right out of the water!

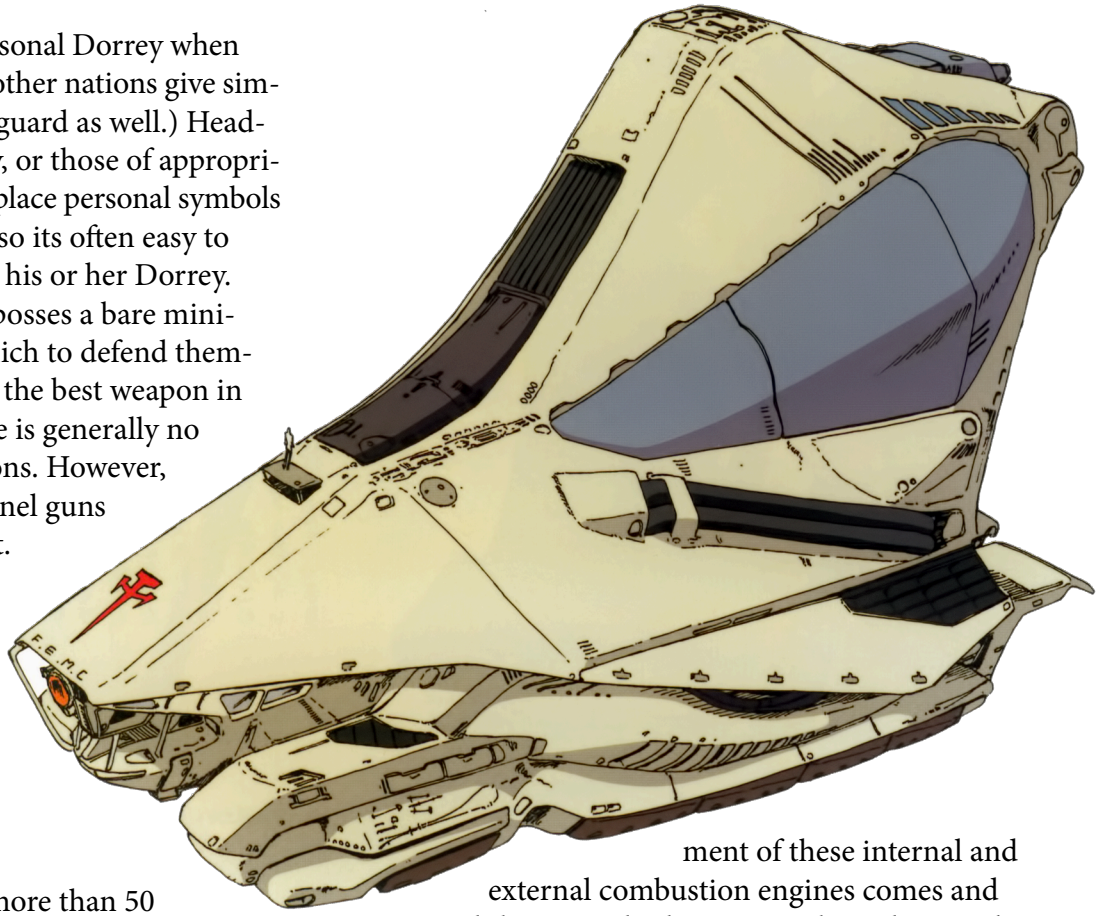
Mortar Headd Dorrey

The Dorrey is a mobile hanger and base of operations for a mortar headd, its crew and maintenance team. It is equipped with service and repair facilities and living quarters for the crew. Typical Dorreys are capable of supporting this team for up to 6 months in the field before needing to be resupplied. There are two basic types of Dorreys, the standard Mortar Dorrey, which uses an ezlazer drive system to hover (but not attain full flight) at up to 200 kph and the Air Dorrey, which serves the same purpose as a Mortar Dorrey, but is a high speed, fully flight capable Dorrey (Air Dorreys are designated AMD. Standard Dorreys are simply MD).

Many headdliners are wealthy enough to own their own Dorreys, but most nations tend to supply their knights with a Dorrey as a condition of service. (Mirage

Knights are awarded their own personal Dorrey when they attain the Blood Cross. Most other nations give similar treatment to their own palace guard as well.) Headdliners who own their own Dorrey, or those of appropriate rank in their orders oftentimes place personal symbols and design styles on their Dorrey, so its often easy to recognize a specific Headdliner by his or her Dorrey.

Typically, Mortar Dorrey's only posses a bare minimum number of weapons with which to defend themselves. They are generally carrying the best weapon in the galaxy (a mortar head) so there is generally no need for a Dorrey to deploy weapons. However, some anti-aircraft and anti-personnel guns and mines are standard equipment.



Mortar Headd Dorrey

Type: MD-2 Mortar Dorrey
Nation: Various
Length: 31 meters
Weight: Unknown (at least 500 tons)
Output: Unknown (probably no more than 50 million horsepower)
Weaponry: usually a minimum of anti-aircraft and anti-personnel guns and mines

The Mortar Headds

The Mortar Headd and the Engine Headd (Motor Headd) are different from each other. Mortars are huge weapons that are used to attack at close ranges. These 14 meter weapons produce massive vibrations in the surrounding area. The most destructive giant robot weapon that is sanctioned in the Star Cluster is called the "Emperor's Storm."

In the early history of the Star Cluster, a modified giant robot, Grand Headd, was used for warfare and planetary expansion. The Emperor's Storm originated from the Grand Headd.

The robot's, Machine Meiss (machine slave), incredible destructive could only be controlled by "Knights." During this era, a Buster Power Class Engine was developed for the Machine Meiss, the "Ezlazer System" power source. The Buster Power, also called Buster Control, became the standard energy engine system for the Star Cluster. This system is an "External Combustion" Ezlazer Engine.

External combustion engines, varying with other known engines (diesel, nuclear fusion, atomic energy, rocket engines, and gasoline type engines) are all "Internal Combustion" are inversely opposites. The development of these internal and external combustion engines comes and goes. While on Earth, they exist only in theory. This power development on the internal combustion engine reaches over 10-10000 units.

This energy source, Ezlazer, was transformed into the Buster Control. In the history of the Star Cluster, the most destructive power weapon is the Buster Launcher. This system works like a complete implosion of a star. It starts from the center, imploding all matter within the area forming a void and warping space-time. All matter near the area is drawn into the void, disappearing leaving no radioactivity. Star Cluster law restricts its usage.

The Ezlazer Engine converts "light" energy in usable fuel energy. So how does the interior of the Buster System level off the subatomic particles? Heat is generated from the energy from the engines. This generated heat is transferred and amplified to other heat generators. The torque horsepower generated exceeds to one million horsepower. This additional speed reaches light speed in about 30 seconds.

For about 900 years on the Star System Calendar, the Machine Meiss' power has been balanced by weapons and development of newer robot styles. While the Machine Meisses vary, some have improved power generator system output. Some functions consequently produce extra energy. Once the energy is sent back to the generator, its amplification has doubled. In other words, it is a completely perpetual engine. If it is used in com-

bat, more energy is expended. This power down condition occurs in the prologue of the first book. As for the armor, how could neo-chitin be a semi-organic metal and have regeneration processes? Damage from combat regenerates back to near-normal in six months. However, one-third of the damage will not be regenerated. It does not take a long time for the armor to be replaced.

It appears that the next level Machine Meiss, the Mortar Headd, has only one apparent weak point. The weak point revolves around Knights and the computer systems. Little damage or physical blow could cause a panic. The Knight controls over one hundred weapon systems through their outputs as with balance movement procedures. This critical issue was already taken into account during the era of the Machine Meiss. Mortar Headd designers (nothing could be done for the Knights who control the Mortar Headd's movements totally) plan to develop a counter balance system for this problem.

The one development, the organic computer, was the answer. As Mortar Headd support, they control only verified information. They are a grotesque, artificial life form, floating inside synthetic amniotic fluid within the Mortar Headd. For a while, they have a symbiotic partnership with the Mortar Headd.

Star Calendar Year 2300…another artificial file form was created, the android. Due to Star Cluster regulation, their production has been discontinued by resistant public opinion. The androids do not have a long life span and have died out.

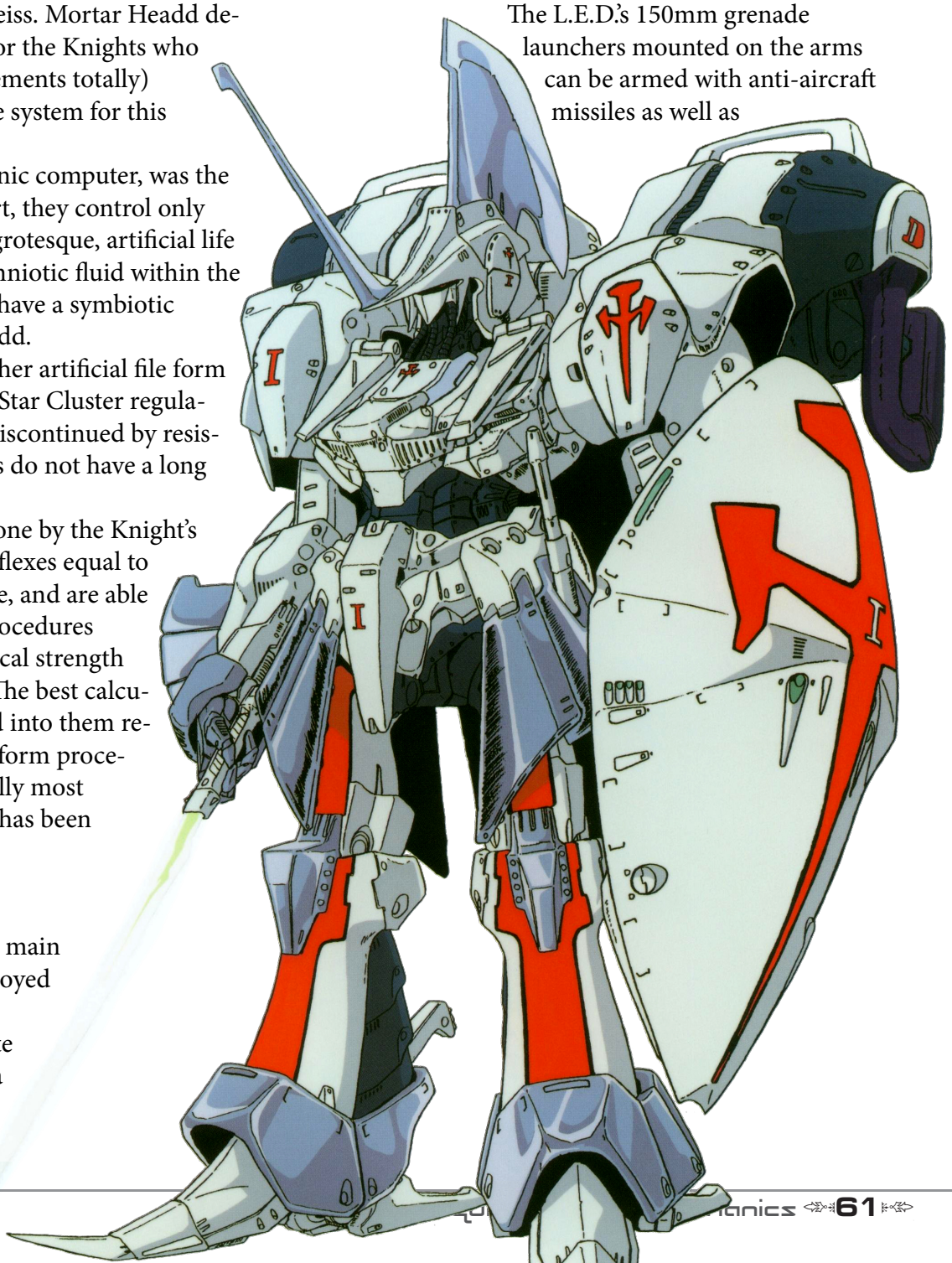
The Mortar Headd control is done by the Knight's partner. The partner has quick reflexes equal to the Knight, are tough and durable, and are able to control more than the basic procedures aforementioned. They have physical strength equal to about 80% of a Knight. The best calculated information is programmed into them resulting in increased ability to perform procedures. The Star Clusters historically most beautiful looking advanced class has been born.

L.E.D. Mirage

The L.E.D. Mirage is the AKD's main heavy combat mortar headd deployed by the Mirage Knights on orders from Amaterasu or an appropriate AKD commander (Rognar, Aisha Codante or Iemarah Lout Jajas). The L.E.D. represents the pinnacle of modern mortar headd design and function. Its armament is a testament to the genius of Amaterasu as a MH meight. It is loaded to the brim with anti-MH weaponry of every sort, including lasers, missiles, grenades, plasma weaponry as well as the customary cutlery that comes equipped on most of the galaxy's Electric Knights.

The "main weapon" mounted upon the L.E.D. Mirage is known as the Laser Cutter, which is mounted permanently to the L.E.D.'s forehead region. This state-of-the-art heat-blade taps directly into the energy supply so when it is charged, it uses nearly all of the L.E.D.'s monstrous power output to pour damage into an enemy unit. It is capable of slicing enemy Mortar Headds in half as easily as a chef slices tomatoes.

The L.E.D.'s 150mm grenade launchers mounted on the arms can be armed with anti-aircraft missiles as well as



the anti-armor grenades (used to take out tanks and air barrels as well as annoy Mortar Headds). The Air Buster (mounted in the chest region) can cause seismic disturbances in the surrounding battlefield and is useful for taking out large contingents of ground troops and equipments and leveling urban environments (by causing earthquakes)

The L.E.D. Mirage's veil hides a host of hidden weaponry as well. The main weapon attached to the veil are its pincher-style Metrotekchrome Nail, which is capable of capturing or cutting an enemy MH unit in half. It fold back behind the veil completely (and thus, is normally not noticed) and snaps forward to envelope an enemy unit by surprise. The veil also holds various missile launchers and laser cannons, as well as a large caliber anti-armor cannon used for Anti-MH roles.

The L.E.D. is also capable of mounting many optional weapons, including a particularly nasty weapon known as the Flame Launcher. This weapon is so devastating, that it is only used when authorized by the emperor himself! The Flame Launcher uses a fuel source known as "Liquid R" which burns much hotter than Napalm. Additionally, L.E.D. Mirage units can mount the Biralkema laser machinegun unit which is standard equipment on the Rouge Mirage. Thus, a L.E.D. Mirage can double as artillery support for a Jagd Mirage or support ground troops if the accompanying Rouge Mirage is heavily damaged.

The L.E.D. Mirage also has a plethora of optional equipment which can be attached to suit a particular situation. The Boomerang unit gives the L.E.D. Mirage full atmospheric flight capability at supersonic speeds. The Luna Unit is basically for space flight, and allows the L.E.D. Mirage to become interstellar capable attack unit. The Double Veil mounts to the L.E.D.'s back and works similar in fashion to the Jagd Mirage and Atoll Swans active veil systems. The L.E.D. can also mount a Buster Launcher. This system is comprised of the launcher itself and the power supply unit which attaches to the L.E.D.'s back. Without the supply unit, the L.E.D. would have to use its own engine to power the launcher which would deprive the MH of maneuvering power, which is death to a MH on the field of battle! (This is why many Headdliners think the Knight of Gold is a suicide machine.)

Amaterasu developed the L.E.D. Mirage as the replacement for the FEMC's Horned Mirage mortar headd. The Mirage Knights had managed to use up the entire fleet of Horned Mirages by J.C. 2980. Amaterasu use the Horned Mirage as a basis for his L.E.D. design, and managed to both miniaturize and enhance the Ezlazer engine to produce astronomical levels of energy. The resultant engine was small enough to place in the L.E.D.'s calves (dual engine design, with one engine in each calf section of the Legs) leaving more room in the torso to include even more generators and servos to produce additional power. The end resulted in a MH with twice the power output of standard Mortar Headds.

The L.E.D. Mirage is considered the most powerful MH in the galaxy. A lot of hype has gone into this reputation, mainly to intimidate opponents before a battle. Even though it is the star MH of the saga, it makes only 8 battlefield appearances in the history of Joker.

TRIVIA: We know that the L.E.D. Mirage is named after the L.E.D. Dragon that lives on Kastenpo but what does L.E.D. stand for? This is a question that fans have discussed for years. Some say it's "Light Emitting Dragon" while others say Nagano took the name from one of his favorite bands; Led Zeppelin.

Name: L.E.D. Mirage
Type: Mirage B
Meight: Ladios Sopp
Nation: AKD (Mirage Knights)
Height: 15.2 meters
Weight: 120 tons
Output: 2.3 trillion horsepower (recent sources place this at 3.3 trillion)

Weaponry:

Laser Cutter (forehead)
15mm Anti-material lasers x4 (Skull and chest)
7mm Anti-personnel lasers x4 (same ports, skull and chest)
Demolition Blasters (pole mounted) x2 (chest)
Anti-personnel Blasters x2 (chest)
50mm Anti-personnel S-mines (HE) x12 (chest, shoulders and legs)
150mm Grenade launchers (HE, AP) x4 (arms)
Air Barrier (Generator use)
Air Buster (Generator use)
Spaads (4 per case)
Speid (Nippon-type) x2
Veil

Veil Weapons:

350mm Missile Launcher X2 (1 round each)
120mm Missile Launcher X8 (3 rounds each)
180mm Laser Cannon x2
75mm Laser launchers x4
250mm Blasters x2 (Heat beam artillery)
185mm AP Cannon (single shot, 8 rounds)
Smoke plates x5
Nail (metrotekachrome slicer)

Optional Weapons:

210mm Flame Launcher (authorized use only) 800 liter fuel supply
Autolance (21.7m in length)
Bal Valah (laser guided boomerang)
Biralkema (laser machinegun unit and power supply)
Buster Faust (exchangable with the Flame Launcher. Discontinued after the development of the Storm Mirage)

Standard Equipment:

Bust block (mounted on right arm. Think cestus)
Counterweight (Head mounted. Style up to individual headdliner)
Smoke Dischargers x32 (shoulders, arms and legs)
Chaff dispensors x2 (to block laser and radar guided missiles)
Barrier Generators x15 (to block laser and radio communications)

Additional Equipment:

Boomerang (Atmospheric flight unit. Weighs 30 tons)
Luna (Interstellar war booster with FTL capability. Weighs 100 tons)
Double Veil (dual active veil system)
Buster Launcher Unit (includes launcher and loading components)

THE WORLD OF THE FIVE STAR STORIES

History of the Joker Universe: The Prologue

The tale of *The Five Star Stories* takes place around a quintuple star system known as the Joker Star Cluster (the original author vehemently refers to the star cluster as a galaxy, which can be seen on most of the literature). The star cluster is made up of five stars: Eastern, Northern, Southern, Western, and the still little-known Stant sun—and is known as the "Joker Universe." Human history in this Joker Universe had already entered an era of terminal ruin, which could be called "old age," around the first year of the Cluster Calendar.

Humanity, said to have originated from Delta Belun, the third planet of the first sun, Eastern, and Kalamity Godarce, the second planet of the fourth sun, Northern, like other human species, has since expanded its range of activities from land to the sea, sky, and space, advancing into other systems where humans have never existed before.

The expansion of the Joker human race's territory reached its peak during the reign of the 9th Emperor of the Super Empire of Phallus dei Kanaan, Emperor of Flame, Na Lee Ng, which lasted for about 10,000 years before the Star Cluster Calendar (the AD century). Na Lee Ng was an emperor and a Meight with rare abilities, and as such, he developed the Ezlazer System, Buster Cannon, Diver Force and even created the superhuman weapon Knights (Shibarace).

The Knights are millions of people born from artificially created human meiotic cells through generations of Diver Power and enhancement operations. The people living in the Joker universe realize that the era in which humanity flourished has come to an end and they have entered old age.

In the 9000s AD, new cold nations such as the Grees Kingdom of Delta Belun and the Fillmore Empire of Kalamity Godarce rose to power in place of the super empires that had lost their power. These new nations took the lead in restricting the use of Over Technology between nations that had been lost from the super empires and in issuing new calendars. This marked the first year of the Star Cluster Calendar.

During the 1,000 years before and after the first year of the Cluster Calendar, wars continued between interstellar nations trying to expand their power, and the Cluster Law was effective in preventing the loss and contamination of human life due to the unlimited use of super weapons. Instead of destructive weapons such as Buster Cannons and planet bombers, more primitive weapons such as "Air Pallet" (aerial tanks) and "Grand Heads" (humanoid robots) became the main fighting force. In the midst of all this, people with overwhelming reaction speed and strength appeared, appearing with a probability of one in several hundred. They were the descendants of the knights who were scattered throughout the Cluster after the disappearance of Na Lee Ng. Their blood, which is recessive, was diluted by mating with normal humans and passed on to almost all Joker humans, and their powers were

dramatically enhanced by being with Machine Mess. Around the year 2000 of the Cluster Calendar, Machine Mess evolved into a 15-meter tall, 1.5 trillion horsepower super weapon known as "Mortar Headd."

However, no matter how high their combat abilities, the operation of the Mortar Headd, which moves at speeds faster than the speed of sound, requires advanced computing power and the ability to respond to situations, and it became clear that the computer systems used up until that point were unable to keep up with the Headdliners' reaction capabilities and that they were not able to demonstrate their true potential. To solve this problem, they had no choice but to wait until Lithium Balance completed the "Bio-Computation Theory (Fatima Theory)" proposed by his grandfather Uranium Balance in the year 2310 of the Cluster Calendar.

The artificial humanoid lifeforms that were created in the past were subspecies of humans, created to serve the human race, to satisfy sexual needs, for harsh labor, for human experimentation, or for consumption on the battlefield. These biological androids, called "Demilites" or the like, were created as completely "expendable" lifeforms, with no obligation to obey orders from humans, let alone to protect their lives. Due to public backlash and the difficulty of maintenance, the biological androids were replaced by mechanical humanoid robots, and by the end of the AD century, they had almost completely disappeared, eventually fading into the dark side of the history of the star cluster.

Dr. Lithium Balance became a pure-blooded knight of the Super Empire. Scientists throughout the Cluster had high hopes for Dr. Lithium Balance's research, which would ensure a perfect and stable supply of Headdliners in the Cluster Calendar, but the results of his research were a major disappointment. Even with the genes of a pure-blooded knight, it was not possible to artificially reproduce the abilities of the knights of the Super Empire era.

At the time of Fatima's announcement, they served multiple knights and did not have a specific partner. However, in 2364, The Neve, King of Lent and knight Jester Ruth, was the first in the history of the cluster to call them "master," and the compatibility between Fatima and the knights was recognized, and from then on, they were given the right to choose the master they would serve of their own volition. This was the only right given to them. In addition, due to the stabilization of the worm loop genes and the knight genes, they theoretically had an infinite lifespan. The Cluster Law stipulated detailed regulations and protections for the treatment of these women, who possess valuable genetic information and further determine the combat capabilities of the nation. This means that their existence, which had been neglected until now, has come to have a significant impact on the history of the cluster. However, their lives have been treated lightly since then.

The combination of Knights, Mortar Headds, and Fatimas has greatly changed the nature of wars between interstellar nations. The size of a nation's military power is measured by the number of more powerful working Mortar Headds, and the number of Knights and Knights' inscriptions that it possesses also determine its national power. However, in the late 2000s of the Cluster Calendar, the number of MH Meights who can create new Mortar Headds and Fatimas who can create new Fatimas have decreased, and the blood of Knights that has been diluted in the Joker humanity has tended to reduce the number of people who awaken the power of Knights, so there is no doubt that their existence has truly begun to become "valuable."

The manga *Five Star Stories* is built on the backbone of this star cluster history. Humanity has passed its peak as a species and entered a period of decline. Kalamity Godarce is nearing the end of its history as a star. In this final stage of the universe, the existence of the people who want to survive and the gods who created it will shape the future (fortune) of the Joker universe.

History of the Joker Star Cluster

The history of the Joker Star Cluster begins at a level far into the future compared to the history of the Earth. The history of the cluster begins further ahead than the history of the Earth, and the story begins in 2988, nearly 3,000 years later, with the story of Amaterasu and Lachesis. In reality, we have no idea how fast Earth's civilization will progress in the future, but I think it's fair to say that humanity will continue to survive without suffering any major disasters or becoming extinct, advance to planets outside the solar system, acquire the technology to make them colonies, and develop the prototype of the Ezlazer Engine, Buster energy.

However, if we look at the history of the Joker Cluster, the pace of human civilization gradually slowed down from the time when humankind began to create colonies in other solar systems before the history of the cluster, and it took 3,000 to 4,000 years from this point until the history of the cluster began. In the Joker Cluster, the 10,000 years before the history of the cluster are called the "Age of the Super Empire, the AD Century." The his-

tory of the Joker Cluster since the beginning of recorded history can be roughly divided as follows:

Formative Period
Integrated Period (A.D. century)
Cluster Period (Star Cluster History)
Solar Period

The "Formation Era" before the 10th century AD, this period is similar to our own, from when civilizations had records of calendars, through the Middle Ages, and up to the Industrial Era. Then there is the "Unification Era," a time when science and technology and advancement into space led to the acquisition of colonial planets, resulting in chaos and war as countries expanded their territories. This is the era of the Super Empire, the 10th century AD. After this period, the "Cluster Era," the period on which the story is based, begins.

In later generations, this period was called the Age of Myth, but mankind lost two stars, Delta Belun and Kalamity, during this time. The era of the star cluster history is tentatively divided in the year 7777, and the last era currently confirmed is the "Solar Era."

AD Century

This was an era when humanity was finally able to analyze the fundamentals of the material world. An age of chaos and war. It may be hard to believe, but almost no cultural or historical materials from the AD century remain. The ceaseless wars of aggression and internal conflicts erased valuable historical heritage and scientific data, and many technological and scientific data that may have remained in various information records were discarded whenever a nation rose or fell, fearing that the information would be leaked. The scale of destruction caused by the war must have been so great, but much of the scientific technology was spread and passed down to many countries, so even the history of the star cluster has somehow survived. However, there are no accurate documents remaining about the nations and peoples of that time. In the middle of this age of chaos, the imperial families known as the Asselmuratova Disturb Imperial Order unified all the planets.

The Joker Cluster was ruled by these Imperial families, which had many emperors, and the one who brought them together was the Unified Emperor called Emperor Tai. The Emperor who led the emperors was Emperor Tai Disturb. This huge family, bearing the crest of the ancient sun god, created the mother of the Joker Star Cluster and created a super empire centered on the star Kalamity. They controlled the five stars of Kalamity, Delta Belun, Addler, Böth, and Jüno, most of the planets in their solar systems, and even the Crown Galaxy to which the Star Cluster belongs, and reigned as emperors of the Joker Cluster until 1000 B.C., when the super empire weakened.

As the name of the Imperial Family suggests, the Super Imperial Garden was divided into 8 to 30 Imperial Families, each ruling its own territory. The Super Empire was at its height of glory around 5000 BCE, during the time of the "Empress of Flame," who was the supreme emperor of the Super Empire and enjoyed tremendous support.

During this period, the foundations for the later evolution into Knights, Fatimas and Divers were created and born. It is said that the Imperial Family was able to rule the Cluster because of the destructive power of the warrior humans born at this time. This Empress led a large army to the planet Stant when it approached, and then disappeared. After that, the Imperial Family was completely divided and gradually lost power, disappearing 1,000 years before the Cluster History began. The era of the Super Empire came to an end, and we entered the Cluster History.

Two nations emerged 1,000 years before the beginning of the history of the star cluster. The Fillmore Empire, the offspring of the Imperial Family of the AD century, was made up of the Lader and Fillmore royal families. The Grees Kingdom, a small nation run by a clan on the planet Delta Belun with strong Diver Power, was run by the Amaterasu family.

The reason these two nations rose to power is said to be that the Buster Cannons, the offspring of the Ezlazer Generation System that is said to be capable of destroying even a single planet, became widespread, and the battle for control of a nation by simple force, as in the AD century, became difficult. Even those in power feared the ruthless force of the cannons, the backlash from public opinion, and the possibility of the Buster cannons being used against their own nations.

These two nations played a central role, working with the other great powers of the Cluster to establish the Cluster Law. The history of the Cluster began with the establishment of this law. Later generations would believe that there was a "God" in this era, and that giant demons, gods, beautiful fairies, super-humans with incredible powers, and people who could use mysterious magic were active.

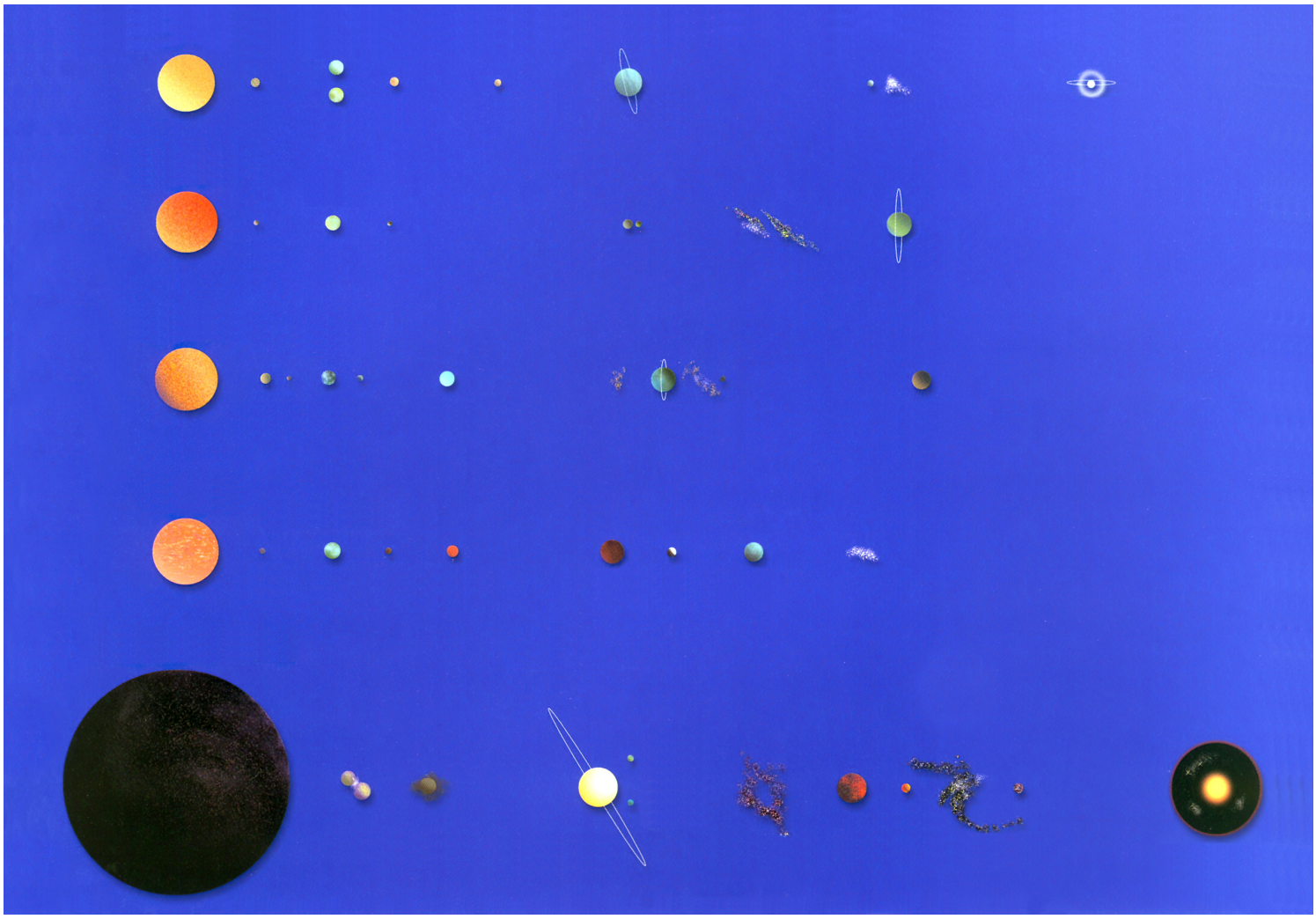
The events of this era transcend dimensions and are passed down to various places, such as the Taika universe and the universe in which our Earth exists (in *The Overlord's Training*, the Beyond Classfars reveal that the universes in which Joker, Taika, and our Earth exist are all in different dimensions).

Delta Belun, born in the year 2020 of the Cluster Calendar, is the 84th King of the Kingdom of Grees, Amaterasu Dis Grand Grees Eydas Force. It may be said that the history of the Cluster revolved around him. He was a god.

Mortar Headd, the ultimate combat weapon born around the year 1000 of the Cluster Calendar. Fatima, an artificial life form born only to support this 14-meter large combat weapon. If an ordinary human were to control Mortar Headd, they would be torn to pieces by the repulsive force of the control system that covers their entire body. For this reason, only the descendants of the combat humans of the AD century, the knights known as Headdliners, can control Mortar Headd. The history of the cluster cannot be told without this knight, Fatima and Mortar Headd. Amaterasu appears in this world, rules the cluster, and leaves somewhere. Mortar Headd fights, Fatima cries, and the civilization and technology that humanity has cultivated for 20,000 years slowly fades away. That is the era we live in.

The Solar Era

Although the details are unclear, the only planets that still have life in the Joker Cluster are Böth and Jüno. Adra has returned to its original desolate state after many years of being deprived of humanity, and while it seems certain that life exists on Böth, it cannot be confirmed. Jüno, the only planet where humans remain, seems to be helping humanity evolve and develop once again. The L.E.D. Dragon, the caretaker of life, has changed form and is watching over all life on Jüno. The people of this era worship two sister goddesses who watch over them from the sky, fear the giant dragon with two tails that appears in a chaotic world, and long for the god who traveled beyond time in search of the potential of humanity.



The Joker Star Cluster

Eastern Solar System

Delta Belun

In legends, the second planet, Delta Belun, is the home of mans ancestral origin. The planet has a remarkably old and brilliant culture. In the year U.S.C. 2020, in an area called the Eastern Grees Kingdoms, Amaterasu is born. Hereafter, the history of Delta Belun evolves as the center of all Joker.

Delta Belun is a cool and tranquil planet. The overall climate is much like Nothern Europe (Scottland, Sweden and Norway). Directly under the equator, the climate is similar to Nice, France. Most of the planet is largely inhabited by people due to its diverse global climates.

Amaterasu Kingdom Demesnes

Ruler: Amaterasu Dis Gran Grees Eidas IV (genealogical table)

Type: Imperium

Capital: Floating Temple

The Amaterasu Kingdom Demesnes (AKD) is the governing body of the entirety of Delta Belun. It is the only planet with a united population. For this reason, Delta Belun alone in the galaxy has known relative peace and tranquility since its consolidation in J.C. 2878.

The AKD's total hegemony over Delta Belun is rivaled only by the Fillmore Empire's influence over Kallamity Godarce (though the AKD can only muster about one-third of Fillmore's military might). However, the AKD's real power and influence comes from the Divers Guild; a guild of seers, time-travelers and sorcerers who are rumored to control the galaxy from the shadows.

The AKD has many member nations. The foremost is the emperor's nation of birth, the Kingdom of Grees. The next most influential nation is that of its military commander (Rogner) the Kingdom of Babiron. Other important kingdoms, dukedoms and nations include: Lumors in the territory of Melka, Ciut (member of Babiron) Stakker in the territory of Crytharis, Cross in the Codante family demesne, Passport, Passtok, the Dukedom of Atowight and Mu-Sulutica. The AKD's population is a diverse lot made up of many races, ethnic groups and cultures.

The AKD underwent quite a change in J.C. 3998. By this time the FEMC had disappeared from public view and were no longer present on Floating Temple. Amaterasu IV became a harsh ruler and the Gods Knights changed in several ways. The emblem of the Gods Knights changed and they began using the Kan as their primary mortar headd. Some began suspecting that the emperor had undergone a change.

Addler

A look at the Star System diagram will show that Addler is a satellite planet of Delta Belun. One of the two is said to be the twin planet of the other. Addler has a harsh desert climate (where humans reside somehow) as its standard which is much like Mars. Few of the climate conditions of this planet are considered different from Mars.

Slight comparisons exist between Addler and the neighboring planet, Delta Belun. Many monarchial and imperialistic kingdoms are on Addler. A council combines all self-governing cities and small kingdoms into a republic form of government.

Bgen Rakan Holy Empire

Ruler: Emperor Mimatu
Type: Imperial Theocracy
Capital: Raqqa

The original home of Sword Saint Deimos Hierarchy, the Bgen Rakan Holy Empire is the largest political entity on Addler. Its ruler, Emperor Mimatu, is one of the few individuals capable of bestowing the title of "Teni" upon a knight. After Deimos defected to the AKD to help Amaterasu build the Mirage Knights, Oricon Harris became Bgen Rakan's most able knight. Harris gained the rank of Greater Heaven Position.

Trün Federal Republic (Trün Union)

Location: Addler, Eastern System
Ruler: President Mission Roauth
Type: Democratic Republic
Capital: Milcwash

The Trün Federal Republic (or Trün Union as it is more commonly known) is composed of various nations which include the Lent Republic (*the setting for FSS Book 1*). Trün has no official palace guard but they do have a special order of knights dedicated to keeping peace known as the Special Police Injection (SPI) which perform duties similar to those of other knight orders, though they tend to have more individual freedom than members of other orders of knights.

Western Solar System

Böth

The climate type is similar to that of the planet Addler. Most of the surface is dry and have large spans of savannas. Some regions are tropical with seasonal rains and is characterized by scattered trees in a grassy plain, much like the plains of Africa.

Gamattssiant Republic

Location: Böth, Western System
Ruler: Raysle Triumvirate
Type: Republic

The Raysle Triumvirate is composed of the chairman of each of Gamattssiant's three most powerful political parties.

Hathutha Union Republic (Holy Atoll Dynasty)

Ruler: King Collet Corre
Type: Republic
Capital: Beigee

The Hathutha Union Republic is a nation consisting of a dozen political entities which joined forces to form the Republic. Its formation began with a treaty of alliance signed between the Gerre Dynasty's Hathutha Empire and the Hathuhunt Empire ruled by the Collet royal family, resulting in the Allied Republic of Minougciaa. In J.C. 2810 the present form was adopted based on a parliamentary alliance.

The true guardian of the Hathutha people, however, is the Shaman of Atoll. The Shaman chooses her successor without regard to nationality, birth or family background, the only requirement being a high level of diver power. The chosen successor inherits the living memory of the Atoll dynasty dating back to its founder, The Empress of Flame herself. The present "Empress" happens to be the granddaughter of King Collet, Megumika Atoll (born Megumika Rao Collet). In J.C. 3070 the daughter of Jabo Beat and Dougulus Kaien, Magdall Atoll, is chosen to be Shaman of Atoll after the death of Megumika.

The major nations of Atoll include; Gerre Hathutha, Hathuhunt Empire, Allied Republics of Yen-Xing, Nakakara-Crr, Seazoth as well as the Principality of Katze. The population of Hathutha are the descendants of the Fhallus dei Kanaan (aka Super Empire) which is why they inherit the memory of the Empress of Flame and are allowed the name Holy Atoll Dynasty.

Southern Solar System

Jüno

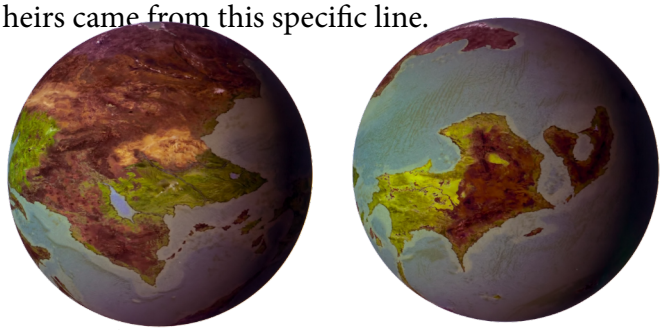
Before the reconstruction of this green planet was performed, there was colonization of life on this planet. In it's old and long historical structure, it is theory that the colonists came from Delta Belun and Kallamity Godarce. The climate is subtemperate, similar to central Africa and Northern Egypt. Jüno's climate also resembles Panamas'. Its borders have many other distinctive features.

Trio dé Colus

Ruler: Colus XXIII, Colus XXIV (after J.C. 3100)
Type: Imperium
Capital: Jarth

The Trio dé Colus is the largest political entity on the planet of Jüno, ruling the three territories of the Colus, Ballanka and Meistner royal families. Each family holds a territory divided into from 7 to 10 provinces. The capital city, Jarth, is located in almost the geographic center of the empire.

The royal heir always comes from the Colus line of royal families. It has been considered a miracle that the Colus heir has been for over 28 generations a headdliner. If there is no Colus heir then a suitable heir from Ballanka or Meistner will be chosen to succeed to the throne and he will then take the name of Colus to keep the line going. There was at one time a 4th royal family, the Melody family, however this family was disbanded due to a scandal which involved the Shaman of Atoll and the head of the Melody family. It is unfortunate that this royal line was disbanded as the strongest of the Colus heirs came from this specific line.



The original Colus flag MH, the Engage Octaver, is currently missing, in the hands of Arr Fortissimo Melody (the last child of the Melody family to be born). It was replaced by Colus XXIII when he designed the Symbol of Colus, Jünchoon, but when the Jünchoon was sealed with Clotho the Trio Temple Knights commissioned a new MH from MH Meight extraordinaire Diamond Neutral. He built for Colus a new mortar headd based on the Engage Octaver but with much updated technology. The new Colus flag MH is called the Engage SR3 (the Jünchoon is considered the SR2) and Colus meights designed the external armor to resemble the Jünchoon since the MH would be piloted by Colus XXIII's daughter, Saylay. Sometimes it is referred to as the "Saylay Jünchoon" and also called the "Jade Temple" because it was designed by Dr. Neutral (creator of the Temple series of mortar headds).

Northern Solar System

Kallamity Godarce

This planet is mans birthplace in the Joker Star Cluster. It has the oldest history of all the populated planets. It is an intensely cold planet as its standard, except near the equatorial zones where it is like Japan's autumn. There are also many forest zones also near the equator bordered by lakes and swamps that overrun the forrest zones of Kallamity Godarce. The overall climate is like Canada and the fog of London combined together. Excellent snowfalls occur all year round.

Fillmore Empire

Ruler: Emperor Lader VIII, Emperor Erniuth dai gu Fillmore V (after J.C. 3000)
Type: Imperium
Capital: Dyuans

The Fillmore Empire is the largest political entity in the Joker Star Cluster. It boasts the Cluster's largest military force, even exceeding that of the AKD. Much like Hathutha, the population of Fillmore are descendants of the Fhallus dei Kanaan (aka Super Empire) of the AD era, which is where much of their power and influence originated.

There are two royal lines that rule the Fillmore Empire. The first is the Lader family and the second is the primary line, the Fillmore family. The current emperor of Fillmore, Erniuth dai gu Fillmore is himself descended from knights of pure blood. The Fillmore Empire has two Flag mortar headds each one belonging to one of the royal families. The Neptune, which belongs to the Lader branch of the imperial family, is currently being piloted by Christine V, who is former emperor Lader VIII's choice as "Highlander" or Imperial Champion. The mortar headd of the Fillmore family, the Prominence is piloted by emperor Fillmore V himself.

Holy Cobalkan Empire

Ruler: Pope Spanda
Type: Theocracy
Capital: Lunamoa

The Holy Cobalkan Empire (sometimes spelled Kuvulcan) is the second largest political entity on Kallamity Godarce. About the size of the Ukraine, Cobalkan occupies half of the Schorty continent in the northern hemisphere. The Vatican, which governs Cobalkan, is controlled by clergymen of high moral standards, who have undergone strict, extensive training to follow their chosen path.

The Lown Knights are considered one of the galaxy's three great orders of Knighthood (which includes Hathutha's A'p Knights and Fillmore's Kneu Syltiss Knights) and a chosen few of the Lown Knights pilot the S.S.I. Kuvulcan or Bang Doll. One of the most powerful MH's in the galaxy, the Bang Doll is famous for its beauty as well as its battle prowess. It is one of the rarest MH's in the galaxy and only 5 to 7 models will be in service at any given time.

The current ruler of Cobalkan, Pope Spanda, is grooming top Lown Knight Muse Van Reyback as his successor. Reyback has been entrusted with a Bang Doll (with Ballanche fatima Ssizz) and has been sent on a tour of the galaxy to expose himself to the various cultures of the Joker Star Cluster.

Péstaco

In general, it is possible for humans to live on Péstaco. The question is that will humans live far from the sun? Péstaco and its neighboring planet Pyoit, is part of a binary planetary system. A number of smaller stellar bodies revolve around them as moons. The total amount of sunshine, in the 4th Solar System, reaching Péstaco is sometimes difficult to live under. The planet itself has been greatly reconstructed, as long as it is an inhabited planet.

Aristocracy and Titles

The nobility is made up of blood relatives connected to the empire or kingdom, or people with power over the country. In times of war, those who have made distinguished contributions or powerful families often receive the title of nobility. Their lineage is often not an issue. The titles are, from highest to lowest, duke, marquis, earl, viscount, and baron. However, on Earth, the concept of titles (and how they are called) seems to differ depending on the era, country, and region, so it is not possible to be definitive, but the structure is as follows. Of course, the nobility and titles in Joker are similar.

Duke

Dukes, also known as Dukes or Princes, are the most powerful titles, and they rule over principalities or have territories (administered territories) that are governed in a way that is quite similar to the concept of a nation. In the case of empires, principalities can even become states, and things can get confusing, such as a king of a certain kingdom being a duke of a higher empire. In addition, the title of duke is sometimes given to commanders of provinces and vassal states under the empire, and this title can be thought of as being similar to that of a national ruler.

Marquis

The second type, marquis, is called a marquis and is mainly a local ruler or powerful clan. I think it is similar to a daimyo in Japan. They have their own territory under their control. The same is true for an elder brother.

Count

The third category, earl, is difficult to explain in a single word. In Europe, it is called a count, but it can be distinguished from a marquis by the fact that it is a blood relative of the royal family. It can only be said that it has territory and is the manager and ruler of that land. Princes are also included in this category.

Viscount

The fourth Viscount is a special title and is called Viscount. This special title refers to a person who has the right to inherit the Earl's estate and has the power to represent the Earl. In other words, it is a title of respect for a person who is not an Earl but can exercise the same power as an Earl. Viscount is a title that does not exist on its own. It exists because of an Earl. Viscounts exist for the children or adopted children of Earls, or when an Earl is unable to exercise his or her powers for some reason. Why do such complicated titles exist? Is it because the title of Earl is based on blood ties?

Baron

The fifth rank is Baron. This title is given to commoners such as powerful families and merchants, and is given to those who have power over the state or who have made distinguished contributions. In some periods, it was also automatically given to the Chief Justice of the Supreme Court and admirals.

Below this is the title of knight. Generally, this title lasts for only one generation, and is not inherited by descendants. There is also the title of "sir," which is called lord or sir, and ministers, chiefs, generals in the military, and even knights are called sir. These vary depending on the country and era, but in Japan, there are further titles below this such as Dainagon and Chunagon, which can get confusing. It can get confusing with titles from the Heian period, titles used by samurai in the Sengoku period, and even titles created by the nobility and court nobles to adapt to Western styles during the Meiji Restoration. Even in the West, there are titles that are used to refer to certain regions in certain eras, which can be confusing.

Viscount, Earl, and Duke Douglas Kaien and Sword Saint Makiko

As you know, Kaien is Ballanche's adopted son. However, Ballanche left the House of Balasis and renounced his claim to the dukedom. However, it is true that he has the most blood of the Principality of Fates.

For convenience, Amaterasu decided to call him Count Fates of A.K.D. (Amaterasu is able to do this because he is the ruler of Delta Belune and several other nations, and is also an emperor). Since Ballanche was of noble birth, he could not call himself a duke, so he decided to call himself a count. However, there was no one other than Ballanche in the Grand Dukedom of Fates, so he was called Duke Ballanche because he was considered a count who had risen to the rank of duke. Now, Kaien was officially recorded as Ballanche's eldest son. Kaien himself has cut ties with Ballanche, but Hutter, who uses the alias "Viscount," refers to him as a viscount. This was probably because Kaien's connection to Ballanche was retained in his mind, allowing him to carry out his various shady activities (to prove he was a proper nobleman). Of course, the custody of the Viscount would have been with the Principality of Fates.

After Ballanche's death in 2989, Kaien automatically inherited the Ballanche family title and should have been appointed duke or count by Amaterasu, but he ignored this and settled in the Hassha United Republic, which had no connection to either Delta Belune or Amaterasu and was in fact an enemy country, and followed Mugumika, Emperor of the Athol Sacred Dynasty, the true name of Hassha.

Here too, Kaien also holds the title of Marquis of the Athol Sacred Dynasty, and it is not uncommon for an individual to hold the noble title of several countries. Now, this is where it gets even more complicated. Kaien is fine, but remember that there was another person who inherited the Ballanche name. Her name was Mies Silver Ballanche. She was also Ballanche's adopted daughter and inherited part of the Ballanche family estate, but what makes it even more complicated is her child. It is completely unknown whether this child is actually hers, and while there is a high possibility that it is also Kaien's child, there is no certainty whatsoever.

However, this child had the right to inherit all of the Balance family fortune, and was appointed by Amaterasu as the new lord of the Principality of Fates. He was given the title of "Duke," and although he may not have been related by blood, the Principality of Fates, which had been without a Grand Duke for 400 years since Ballanche's death, finally had a lord. This child was "Sword Saint Maxi," or Maximum Hartforus. His official name in the Principality was Makiko Aitsu Fates Balance XII.

The Knights (aka Headdliners)

The Knight is a descendant of a modified human called a Headdliner from the AD century, endowed with superhuman reaction speed and strength. He's often described as a Superman-like being, capable of running at 180 kilometers per hour, leaping over a 30-meter wall, dodging ray guns, deflecting their rays with a sword, and smashing tanks with a handcuff. However, this isn't something that only special people can produce; the blood of the combat humans created in the AD century has been in the blood of every Joker for 10,000 years.

Any person in the cluster has the potential to become a knight, but it is said that only one in 200,000 people are born with this power, and no amount of manipulation can artificially create a knight.

A single person with the fighting power of more than an entire country's army. The only ones who can defeat them are fellow knights or those wielding buster guns that can reduce vast swathes of land to dust in one fell swoop, leaving them no way to escape (or even throwing them into outer space). For this reason, the laws governing them are stricter than those of ordinary humans. The same goes for the rules that surround them.

If knights were powerful, they could rule over a nation or a world, but it is not certain that their children will become knights. Therefore, although it is common for those with the power of knights to become kings, the birth of knights that humans cannot control brings peace to Joker.

However, there are exceptions, and it is true that many members of royal families are knights. A long royal family history likely results in the blood of many knights. The Colus royal family is one such exception, and only the eldest son of Colus is born with the blood of a knight. Colus III was the 23rd King of Colus, and all 23 Kings up to him were knights. Considering that the 4th, 5th and 6th Kings, who will appear in the future, were also knights, there is also this mysterious bloodline.

The job of a knight is to "fight war" on behalf of ordinary people. With their appearance, wars and battles up until now have become meaningless. Knights take on all the responsibility and glory of war in place of ordinary people, in order to eliminate the waste of ordinary people dying as soldiers like in previous wars.

Generally, only knights face the fear of death in war (though situations like the ground battle between A.K.D. and Sheeble in episode 4 rarely occur). In return, they receive noble treatment and rewards, and have the right to proudly possess "Fatima," something that ordinary people covet but can never obtain. However, knights' physical strength and genes are not particularly strong. Many knights, immersed in hardship, fear, glory, and pleasure, mistake themselves and enter a dark world, which means that their minds are no different from those of ordinary humans.

Once a knight or diver's supernatural powers are awakened and confirmed, they register as a knight or mage and are placed under the influence of the Cluster Knight Law. The awakening period varies, but most of them manifest their powers around elementary school age. From this point on, even if they live the same life as a normal child, the Knight Law and the Magic Law still apply, and in the worst case scenario, any violent acts are punishable by death, even if the victim is not killed.

There is no death penalty under general Cluster law, and the death penalty outside of military trials is only applied to knights, Divers, and terrorists (those guilty of treason) against national leaders. Those with special powers are subject to stricter restrictions than ordinary humans. Some people are born with these powers, and Prince Depre of the Athol Empire was bestowed the title of Heavenly Throne by Douglas Kaien, commander of the Ape Knights of the Hassha United Republic, in the year 2997 of the Cluster Calendar, at the age of just three.

The biggest reason why the children of knights do not become knights is probably because of Fatima. These knights protect only Fatima because of her noble spirit. However, children cannot be born to Fatima, who is infertile. Therefore, many knights are only knights for one generation. The title of knight is higher than that of a nobleman, but this is why there is no hereditary status.

The knight's weapon is the sword. The reason they don't use regular laser weapons or guns (guns existed in this era, but their ability to inflict direct physical damage is different from that of laser weapons) is not because they are following ancient etiquette. While the target of personally carried firearms is a "point" for laser weapons and guns, all uses of the sword, except for "stabbing," are "lines."

A sword that can split a knight in half with its power is the best weapon for a knight with superior reaction speed than three or four lasers hitting the knight's body. What's more, a knight can dodge a laser beam and block it with his sword. Before the enemy can pull the trigger, the knight's sword will have cut off the enemy's head.

A good knight or swordsman does not need a shield, perhaps because the sword is the greatest defensive weapon (which is why Japanese samurai did not need a shield. If you learn kendo, you will understand this).

In the Joker Cluster, there are two types of knight swords. One is a laser blade (light sword), called "Spadd." The blade is optically generated, and it can be used as a sheath or a laser gun. It is not bulky or heavy, and most knights have this Spadd. It seems that only knights, nobles, and a limited number of people can own this "Spadd," and it also serves as proof of identity.

The other is the Spide, a real sword that has been in use for over 10,000 years. It is exactly what it sounds like: a sword. There are many different types, including Western and Japanese. Why would someone still carry around such an ancient weapon? It's probably just a style. Its power is incomparable to that of a laser sword. A sword made of Metrodecachrome steel can cut through anything in this world…that's the only reason.

The MHs that have this sword as their main weapon are said to be the strongest series in the cluster. Most of these swords are forged in the Japanese style, and although they have the shape of a Western sword, they are made of double-edged Japanese swords. Amaterasu, Muse, and Decors all carry tachi (long swords).

The Diver

In the story, wizards called Divers play an active role, but they are also the descendants of modified humans artificially created in the AD century, and like the knights, the power is possessed by all Joker humans, but only one in hundreds of thousands is born with Diver Power. Unlike knights, there are different types of wizards.

The most commonly known are Divers and Psymales. As the name suggests, Divers are mages who have the power to transform psychic energy into destructive energy, and are combatants who are used in a different way

than assassins or knights. They simply use a magical power to burn or reduce people to ashes. Psymales are people who can release the same psychic energy across time and dimensions, and are people who use prophecy and psychic powers to suggest the future and path of a nation, but they do not have the power to heal injured people.

Other known powers include those of Luchemi and Highbrain. Luchemi has the power to transform matter, and to some extent alter the structure of scientific molecules with his mental powers. What's important is that this power is said to have been used in the genetic manipulation to create the fighting humans known as "Knights." Very few current Jokers possess this power. It's also said that "Meight" may possess this power as well. Although there's no definitive proof, it's said that the Fatima Sa created by Duke Lithium Balance contains many factors that cannot be calculated by calculation alone.

Highbrain is the power to control the consciousness of a specific person. It is said that this power was also cultivated in the era of the creation of knights, but it existed as a power to control the knights when it was necessary to completely control powerful warriors (it would be impossible to win if they rebelled). There are people among the Jokers who possess this power, but it does not seem to be considered very important. Dis Bosyasfort, the ruler of the Bachtoma Magic Empire, is said to possess all four of these mental abilities and to possess the terrifying power of combining them.

Classes of Divers

Divers can be broken down into four different categories: Diver, Psymales, Highbrain and Alchemy. It is possible, though not very common for a person to have access to more than 1 category of Diver power. Having access to three classes of power is extraordinarily rare and to have control of all four categories is almost unheard of. Only a handful of individuals in Joker history have had such power.

1. Diver

The first category of Diver Power, this is the most common form of Diver found within the galaxy and thus, is the reason these individuals are all called "Divers" even though some may have abilities from other categories. This type of Diver is what scientists might call a Psychokinetic and what the general populace would call a Wizard. They can control various forms of energy and use that energy in an offensive or defensive manner, such as generating plasma bolts, erecting energy shields and using telekinesis to toss things about. Mirage Diver Mel Zoom is a good example of the stereotypical Diver (*if any Diver could be called "stereotypical"*).

2. Psymales

Psymales abilities are the second most common Diver abilities found in Joker, though they are still quite rare compared to standard Diver abilities. This category includes the ability to sense and control time and space to varying degrees. The typical talent that arises from this category is that of a Seer; the ability to view the past and future, but only as an observer. More powerful individuals might be able to communicate with spirits and even to contact otherworldly beings with their abilities. It may be possible for a Psymales to transport themselves through time and space. Some individuals have been known to pull a copy of themselves from the future for extremely brief periods of time. This may be the function of a very powerful Psymales Diver.

3. Highbrain

This Diver ability is extraordinarily rare in the J.C. era. It was more common in the AD era where Super Empire Pure Blood Divers used this ability to control the ultra-powerful Chivalries when they were sent into battle. Highbrain is the ability to take control of another's thoughts and actions, forcing one's will upon another being. Super Empire Chivalries were bred to be highly susceptible to this type of control, but that was removed from the last Chivalry as the Farus Die Kanon left Joker space, thus J.C. era headdliners should be no more susceptible to Highbrain control than any other J.C. era human. The Empress of Flame was able to control every single Chivalry at once with her considerable Highbrain abilities.

4. Alchemy

Another of the extraordinarily rare Diver abilities, this is the ability of transmutation and creations. Alchemy Divers have an inherent understanding of ultra-advanced math and science, allowing them the ability to conceive new ideas and theories far above that of normal humans. The remnants of Alchemy Diver DNA has lead to the supra-geniuses found throughout the Joker galaxy in the J.C. era. Individuals such as Chrome Ballanche and his adopted heir, Meeth Silver Balance are the remnants of such AD era Divers. A true Alchemy Diver is capable of some amazing feats. Dis Bosjathforth instantly created a monster of frightening strength and toughness to fight Mirage Commander Rognar during the assault on Floating Temple. This was accomplished via his Alchemy powers. It is said that the Super Empire Chevaliers were created by the Empress of Flame's Alchemy abilities.

Diver Force

Diver Force is a term that encompasses all four Diver categories in a single individual. Such Divers are exceedingly rare; only a handful exist in the J.C. era. It is unknown how many Diver Force there were in the Super Empire, but it is known that the most powerful Diver Force in history was the Empress of Flame. The ability to control all four categories of Diver Power makes these individuals incredibly powerful. They can control reality, seemingly manipulating it at will. The Diver Dis Bosjathforth uses his Diver Force abilities with impunity, teleporting into Mirage Palace and attacking the Mirage Knights and Mirage Divers with his powerful Diver abilities.

Baiya

A Baiya is a headdliner who also posses Diver abilities. These individuals are as rare as Highbrain or Alchemy Divers. They are generally found amongst the galaxies royal families, as those individuals who posses headdliner and Diver abilities are usually incorporated into the nobility. Two notable Baiya are Dougulus Kaien and Sarion of the Mirage Knights. Some Baiya can combine their headdliner and Diver abilities to create all new skills, such as Dougulus Kaien's penultimate technique, Mirror, in which Kaien summons a double of himself from the future for a few moments and together they devastate even the toughest opponents.

The Fatimas

The setting of Fatima is explained precisely in the third episode, Traffic, but episodes such as the prologue, Addler 2988, and Jüno 2989, which were necessary to broadly and shallowly trace the image and setting of the story, are merely the opening of FSS, and some readers may have realized that the episode with Bruno in Kalamity was the true beginning of FSS. Of course, it is true that the story would not have begun without the episodes with Lachesis and Clotho.

Please understand that Lachesis, Mirage Knight Colus, and Clotho are the pinnacle figures in this story, and that the dialogue between them and the way Fatima is treated are all extremely special. Not all Fatimas or knights are treated like that, nor are they as strong.

It's fine if you look at Lachesis or Clotho and think, "This is Fatima," but in the world of *FSS*, while they are Fatimas, their stories only work because they are both queen-class Fatimas.

Fatima are taxonomically equivalent to humans. However, because they were created by humans, they are legally treated as "less than human, but more than human prop-

erty." The only people who can possess them are those who can use MH, Headdliners, or "Knights." What sets them apart from humans is that they are made from DNA (genes) with reaction characteristics that allow them to achieve Headdliner-level speed (100 meters in the six-second range) and high jumps of over four meters.

And there are rules that restrict their behavior that are programmed into the information in this special DNA body from the beginning. These are the following programs called Damgate Control.

- Do not harm humans unless ordered to do so by the Master.
- Do not accept orders from anyone other than the Master.
- Respect the words of humans other than the Master.
- In response to the Master's final words, "You must hunt the next master!," the program is completely solved and Fatima searches for the next Master. During this time, the program changes to the one below:
  - Do not harm people.
  - Do not use violence against people, even if it means being killed.
  - Do not behave like a human. Do not remove the eye lenses.

This restriction is far stricter than Asimov's Three Laws of Robotics, denying them even the most basic right to self-protection. Their only right is the right to choose their "Master." Their next Master is chosen randomly, like a computer-generated random number generator, but they can serve stronger knights for as long as they wish. In other words, if a single (free) Fatima encounters multiple knights, they can serve the most powerful one. This right is used when a powerful Fatima seeks a knight, such as during the "announcement" when inscribed Fatimas choose their Master. If a Fatima is free for a long period of time and is seriously harmed by humans, the only way to guarantee their safety is to find at least one knight to protect them, so they cannot afford to demand "the strongest knight."

When a knight is asked by Fatima to "make her his Master," he places his finger (or a part of his body, copying the knight's DNA) on the crystal on Fatima's head, causing Fatima to record his data. With the knight's words, "You are my partner," Fatima becomes the knight's Master. Of course, there are many examples of a single knight possessing multiple Fatimas, such as Amaterasu and Colus.

However, this method raises the question of whether anyone without the powers of a knight could forcefully place their finger on the crystal and make Fatima their own. Unfortunately, Fatima does not recognize anyone other than a knight as a Master. The difference in reaction characteristics is unavoidable, and a knight is a knight even if he behaves normally, and Fatima watches his movements and seeks out knights with greater powers.

Fatima's Constraints Outside the Program

- Eye lens crystals must not be removed.
- No exposed skin, including legs, collars, or shoulders.
- No public statements are permitted. This means that Fatima's statements are meaningless and will not be valid in court. Even if Fatima was present at the murder scene and saw the perpetrator, her testimony would not be permitted (this is the official reason, as there is no way Fatima would lie. Therefore, Fatima is banned from entering or leaving public institutions).
- She must not appear before humans and cause them discomfort. When she goes out, she wears a cloak that hides her face and body. The same goes for when she is with a knight. This is out of consideration for the eyes of men and human women, as she is, needless to say, incredibly beautiful.

About Fatima in General

Fatima's body shape is slim and supple, as it emphasizes endurance and agility over muscle strength. Due to information from her DNA, her beauty and proportions will remain the same until she dies. There are also various clothing designs, some of which are done by the government, some by individuals, some by Meight himself, and some made by the Fatima Factory.

There are also many restrictions on her clothing; it must be instantly recognizable as Fatima's, and must not look the same as other human women of the same age.

Meights and Meisters

Meight and Meister are special titles and ranks for those involved with Mortar Head and Fatima. In the Cluster, manufacturing, design, and scholar ranks range from one (1) to three (3), and each rank is decorated with a golden yellow cord about 10 centimeters long that is worn on their jacket. Skilled occupations such as manufacturing engineers, doctors, and doctors belong to guilds and are managed by the Cluster Union.

Once you have achieved a certain level of skill, you will reach Rank 1, which is the level of any technical leader: doctor, professor, doctor, designer, etc.

Rank 2 requires further testing and certification, and

those who pass are awarded positions such as university presidents and university hospital directors. There are many equivalent jobs on Earth. A three-lined rank is a doctor or doctorate holder who uses multiple skills and is involved in manufacturing. A general physician (not yet found on Earth) or doctorate holder is a designer who can also handle specialized manufacturing. Lie Ex of the Mirage Knights is a three-lined doctor of engineering and heavy energy developer. It would take 50 years to master these multiple skills on Earth today. By the time one reaches that level, their body will be too old to do anything about it. While advanced science and technology can significantly shorten the learning period, this is a unique learning level for the Joker Cluster, where 50 years on Earth is only 14 or 15 years.

Meister

Those who possess four decorative cords are called Meisters, and only at this rank can they be involved in the development and adjustment of Mortar Heads and Fatimas. Mortar Heads Meisters require knowledge beyond that of a heavy energy developer, and experience is valued above all else. Fatima Meisters are required to have knowledge, adjustment, and treatment techniques at the level of a doctorate in medicine, biochemistry, or genetic engineering. Mortar Heads Meisters require national approval, the recommendation of three or more knights, and actual combat experience. As of the year 3000, there were just under 720 Mortar Heads Meisters. They are considered more important than the higher rank, Meights, and it is said that the skill and number of Meisters have an enormous impact on a nation's military strength. Their work involves adjusting motor heads and sods, tuning them, and sods. They also check their combination with Fatimas and knights.

During development, Meister works closely with Meight to determine the armor shape, the basic frame configuration, and even the appearance of the Mortar Head (although of course Meight has a format for the basic design). The most famous Meister in the cluster is Ladios Sopp, whose name began to resonate around 2800. However, this person is a bit of an exception.

Fatima Meisters are responsible for Fatima chemicals (mental conditioning, ability development, etc.), reviving unstable Fatima minds and battle-damaged bodies and minds. There are said to be nearly 500 Fatima Meisters in the cluster. There are Fatima specialist doctors, Meisters who only check the genetic sequence calculations required for Fatima creation, and Meisters who only organize learning information and worldly knowledge data during development. However, as can be seen from these jobs, most belong to factories, nations, or national knight orders under the cluster's jurisdiction. Lord Grocery Magenta is a Meister specializing in tuning, working for major powers like the Filmore Empire and Hassha. Others include Count Nouvas Yellow of Delta Belune and Dr. Heinz Purple of Adler. There are also unusual Meisters who only create Fatima suits, such as Madame Cyan in the series, but all those involved with Mortar Head and Fatima must be Meister or higher in rank.

Meight

This is the highest rank in the cluster, and they are able to wear five golden cords. They are automatically given the rank of Marquis or higher within the cluster. That is how precious and important these people are.

Mortar Headd Meight (Manufacturer)

The fundamental power of the Mortar Head lies almost entirely in its heart, the Ezlazer Engine, its generator system that receives, amplifies, and controls its astronomical power, and the design and balance of each motor.

The design and manufacture of an Ezlazer Engine with over 1 trillion horsepower requires no intermediate skill, and the overall combat power of the Mortar Head is determined by the skill of the Meight. Famous designers include Xavier Kota, the designer of the Black Knight, the Lumilane Crossbink Mars series, and Amaterasu, the designer of the Mirage series, which produced over 3 trillion horsepower with the Eraser Generation System, which split the Ezlazer Engine into two and turned it into a Dual Sister Generation.

Fatima Meight (Creator)

A scientist who has entered the realm of the gods, creating and creating the artificial lifeform Fatima. His technology is something only geniuses can wield. Generally, it's impossible to become a Fatima Meight, and like knights, their incredible intellect is apparent by the time they reach adulthood. Meights often achieve the title of Meight in one go, ignoring the rank order, experience, and achievements of the aforementioned star cluster. Many Meights, such as Chrome Ballanche and Morard Carbyte, appear in the main story. Overall, Meights and Meisters, like knights and divers, are quite special people. Their intellect and practical abilities cannot be measured by IQ or knowledge.

Here too, remnants of human modification technology from before the Cluster Era may still be present in the blood of humanity. Fatima Meight is named after a mineral or metal, and Fatima Meister is named after an

ink color.

Player Character Templates

The Knight/Headdliner Template

The Headdliner (for game purposes…one in the same) is often mistaken as knights. They are actually in preparation of becoming a true knight, but the title of Knight is usually given to them by the general populace. Headdliners usually hold moderately high positions in a kingdom or government, but are highly trained in personal combat compared to regular government officials.

Headdliners are often trained to pilot huge combat machines called mortar headds. They are men of quick reaction speeds and quick reflexes. Without this speed and reflexes, piloting a mortar headd would be nearly impossible.

Prerequisite Attributes —
INT: 11 PSY: 00STR: 09
AGL: 13 END: 13 ATR: 00

Social Class — Noble or join Knight Guilds

Major Skills —
Personal:Authority, Contacts, Persuasion, Seduction
Physical:Athletics, Combat-Intermediate
Science: NONE
Technical: Computer Operation
Piloting: NONE
Military: Interrogation
Weaponry: Knife, Sword

Secondary Skills —
Personal: Any
Physical: Any
Science: Any except Professional Skills
Technical: Any except Professional Skills
Piloting: Any
Military: Any except Professional Skills
Weaponry: Any

Cybernetics — None, but could purchase any.

Psionics — None, but those attained by PSY trait.
Selection from Level 1 to 3.

Additional Bonuses —
Strike: +1 Parry: +2
Dodge: +1 Block: +2
Initiative: -1 Skill Points: +7
PKE: 0 Damage Hits: +5

The Diver Template

People with considerately powerful psionic abilities are often called "Divers." Divers are considered a subspecies of humanity due to their powerful abilities and are classified in two groups: mystics and wizards. Mystics are Divers that have mostly sensing and healing psionic powers. Wizards, on the other hand, have powers that have to do with combat.

All Divers in the Cluster are registered within their local government. It is required by every local government that they do register. Divers that do not or unwilling to register are hunted down and destroyed. Because of their powers, they are viewed by the general population as outcasts.

While Divers live as second class citizens, registered Divers who render their service to their government are treated like nobility. These Divers enter to what is known as a "Local Guild." Local Guilds are collection of Divers that form communities for themselves and live like normal citizens. They are also represented in their local government by Diver Representatives. The mightiest of the Guilds is the Divers Guild of the AKD The Divers Guild is controlled by a great Diver called Mel Rince. Even though Divers have their own Guild, they are ultimately controlled by that local government.

Prerequisite Attributes —
INT: 10 PSY: 18STR: 00
AGL: 00 END: 00 ATR: 00

Social Class — Any, but to attain a title, must be Noble status or Guild member.
Major Skills —
Personal: NONE
Physical: Combat-Novice
Science: NONE
Technical: NONE
Piloting: NONE
Military: NONE
Weaponry: Knife

Secondary Skills —
Personal: Any
Physical: Any
Science: Any except Professional Skills
Technical: Any excpet Professional Skills
Piloting: Any
Military: Any except Professional Skills
Weaponry: Any

Cybernetics — None, but may receive later. Psionic ability and PKE diminish with additional cybernetics.

Psionics — Select psionics from Level 1 to 5 but only one from each level. Selects as one additional power from those attained by the PSY trait.

Additional Bonuses —
Strike: +0 Parry: +1
Dodge: +0 Block: +0
Initiative: +0 Skill Points: +0
PKE: +20 Damage Hits: +0

The Fatima Fate Template

Fatimas are artificially created human females designed by biological engineers called "Fatima Meights." The are reared in the traditional fashion. When a Fatima reaches 20 years of age, she is subjected to the Ezlazer Process. This is a ten-year procedure that increases the Fatima's strength and agility. It also stops physical aging. Fatimas cannot reproduce. A memory crystal is implanted into the Fatima's head which serves as an interface allowing her to directly link with a mortar headd. The memory crystal also imposes a series of special thought limiters, a form of mind control.

Generally, Fatimas are companions of people with Headdliner status, rank of a noble Mortar Headd pilot or Knight. Occasionally some Fatimas serve others, but rarely. Fatimas are not purchased but awarded to their owners, although the Fatima must make the final decision whether or not to serve a particular master. It is traditional for Fatimas to be "impressed," or bonded to their masters for life. Rarely is there a male Fatima which is only 1% of the Fatima population.

Prerequisite Attributes —
INT: 09 PSY: 00STR: 00
AGL: 09 END: 11 ATR: 00

Social Class — Noble

Major Skills —
Personal: Authority, Persuation
Physical: Acrobatics, Combat-Expert
Science: NONE
Technical: Basic Instrument Reading, Computer Operation
Piloting: Hovercraft, Robot Operation, Robot Combat (Mortar Headd)
Military: NONE
Weaponry: Knife, Short Sword

Secondary Skills —
Personal:Any
Physical:Any
Science:Any except Professional Skills
Technical:Any
Piloting:Any
Military:Any except Professional Skills
Weaponry:Any

Cybernetics — Memory Crystal Implant Only

Psionics — Select four psionics from Level 1 to 5 but only one from each level.

Additional Bonuses —
Strike: +1 Parry: +1
Dodge: +1 Block: +1
Initiative: +2 Skill Points: +0
PKE: +10 Damage Hits: +10

NOTE: When piloting a Mortar Headd, the Fatima recieves an additional +1 Attack. The Fatima automatically gets the professional skill of Robot Combat (Mortar Headd).

Chronology

(Last Millennia of the AD Era)

AD 4000

Jüno is discovered.

Both is reclaimed and colonized.

An alliance of imperial families founds the super-empire Fhallus dei kanaan.

AD 5000

Reign of the "Blazing Empress."

The star cluster establishes all disciplines of pure science.

The rise of intimidating warriors and powerful wizards.

Invention of the most destructive weapon known to man, the buster launcher.

AD 6000

Height of interstellar exploration.

Continuous intergalactic wars cause such devastation to existing races and cultures that the human species becomes incapable of retaining its historical legacy intact.

AD 8000

A geophysical world of four solar systems begins to take form. Reclamation of planets take place on a galactic scale, as the deserts of Addler and Pestako, the closet planet to its sun, are made inhabitable.

AD 9000

Interstellar exploration reaches an impasse, and space adventurers return to their home planets.

The influence of Fhallus dei kanaan wanes, as new independent states rise.

Buster control technology is perfected.

Popularization of the external combustion "Ezlazer" engine, a technical spin-off from buster launcher know-how.

(The Joker Millennia)

J.C. 0001

Stabilization is achieved on the planets of the star cluster's four solar systems, as interplanetary diplomatic agreements are negotiated and enacted, marking the beginning of the Joker Era. At this point in lime, however, human civilization reaches its pirmacle and begins its descent. The Joker Star Cluster enters an era of senescence and decline. A civilization that once advanced into the outer reaches of the universe, experimented with speeds exceeding light, and sought existence beyond the three dimensions is slowing down. The human race is now in a process of reverse evolution. From this point on, there will be no sign of significant historical change, even in Millennial terms.

J.C. 0980

Birth of the Mortar Headd, a battle machine modeled after the human anatomy and designed in the artistic style of science and engineering.

J.C. 2000

In the Kingdom of Grees on eastern Delta Belun, the second planet in the Eastern Solar System, the albino Amaterasu Dis grand Grees Eydas IV is born and destined to become the kingdom's 84th monarch.

J.C. 2026

Scientific genius Urarmium Balance publishes her research on organic humanoid computer systems.

J.C. 2040

Emperor Amaterasu uses his exquisite beauty and charm along with his superior intellect to gain unwavering support from the people of Delta Belun's eastern bloc of countries.

J.C. 2087

Amaterasu and Litra are married. Litra will die childless at the young age of 130, equivalent to 25 years of age in earthling time. On the average human's of the Joker Star Cluster live to the age of around 300.

J.C. 2135

Amaterasu makes improvements in the Ezlazer external combustion engine used throughout the star cluster to generate heavy energy.

J.C. 2200

The beginning of a century of frequent international disputes and military aggression, promoted in part by the Mortar Headd's ability to minimize casualties and destruction of property in the process of territorial expansion.

J.C. 2310

A data processor greatly improving the control of Mortar Headds is developed by the mad scientist

Lithium Balance. It is called the "Fatima," an artificial life-form physiologically identical to human beings.

J.C. 2324

Amaterasu is enthroned as the ruler of Grees at the age of 304. Over a thirty-year period he has contributed much to the cause of international peace among the countries of Delta Belun.

J.C. 2397

Despite his 377 years, Amaterasu has remarkably not aged significantly since reaching adulthood.

J.C. 2400

Amaterasu's Eastern Solar System and the Northern Solar System, which is ruled by large and powerful countries, attain a state of relatively peaceful coexistence, while the smaller countries scattered throughout the Southern and Western Solar Systems remain in political turmoil. It is a time of mass production of both Mortar Headds and Fatimas.

J.C. 2629

Amaterasu makes the acquaintance of the scientific genius Chrome Ballanche.

J.C. 2810

Amaterasu spends ten years recruiting a corps of superior Headdliners to act as his imperial guard and names them the Mirage Knights.

J.C. 2813

Amaterasu's imperial guards are organized into an order of knights known as the First Eastern Mirage Corps, which is given command of all the imperial armed forces, and charged with employing their Mortar Headds in quelling international military incidents.

J.C. 2875

Amaterasu unifies the ten eastern countries surrounding the Kingdom of Grees. Similarly, in the Southern Solar System, Colus II, ruler of the super power on the planet Jüno, forms the kingdoms on his borders into the Colus Dynasty.

Colus III is born.

J.C. 2878

Amaterasu is appointed planetary president of Delta Belun.

J.C. 2899

Amaterasu unifies Delta Belun into an organization called Amaterasu Kingdom Demesnes (hereafter AKD). The report of this action is greeted with surprise and apprehension throughout the star cluster.

Dr. Ballanche completes the AKD flagship battle cruiser Bell Creal.

J.C. 2900

A scarcity of natural resources in the star cluster reaches critical proportion, and some synthetic materials that have existed for thousands of years begin to transform or deteriorate.

Kalamity Gooderce, the second planet in the Northern Solar System begins to transform under the influence of its own planetary reclamation activities.

Amaterasu is 880 years old.

J.C. 2955

Completion of Amaterasu's airborne palace, the Floating Temple, an island 2.5 kilometers across hovering 3000 meters in the atmosphere above the planet.

J.C. 2987

One of the star cluster's most authoritative scientists, Dr. Ballanche, decides that a Fatima debut will not be held for Atropos, one of his "Three Fates of Destiny," and allows her to escape.

J.C. 2988

Dr. Ballanche's final two Fatimas, Lachesis and Clotho, come of age. Amaterasu acquires Lachesis, while Clotho is taken into the care of Jüno's King Colus III.

J.C. 2989

Three leading edge Mortar Headds, called LED Mirages, join the forces of the Colus Dynasty against neighboring aggressor, Hagooda. MH meister Ladios Sopp is entrusted with the jeweled sword of the Colus Royal Family, and the royal family's MH Junchoon is sealed shut with Clotho inside.

J.C. 2992

Atropos begins 350 years of seclusion with an infant LED Dragon.

J.C. 2994

Magdall and Depre are born in the Republic of Hathutha in the Western Solar System.

J.C. 3007
The LED Mirage fleet and Amaterasu's Knight of Gold are exhibited before the star cluster. Second phase of the Mirage Knights.

J.C. 3009
Completion of the heavy MH Jagd Mirage, known as the "monster of the Mirage Knights" due to its dual buster canon design.

J.C. 3010
The "Majestic Stand" begins, and the star cluster is thrown into greater political turbulence than it has ever experienced.

J.C. 3079
Princess Magdal is crowned ruler of the Holy Led A-Toil Empire.

J.C. 3159
Amaterasu suddenly launches a military attack on the Rent Republic of the neighboring planet of Addler.

J.C. 3162
Addler is incorporated into the AKD and becomes Amaterasu's base or military operations, commanding a huge galactic expeditionary force.

J.C. 3180
Amaterasu begins construction of the star cluster's largest space vessel, the Will.

J.C. 3185
Construction of the Will is completed, and enthusiasm is heightened among the people over galactic unification.

Amaterasu is 1165 years old.

J.C. 3199
Amaterasu launches an invasion of Böth in the Western Solar System. Many of the planet's residents welcome the invasion as the arrival of political stability to a chaotic situation that has continued since the beginning of the Majestic Stand, so Böth is quickly incorporated into the KD. However, the region of Kastenpo on the continent of Gnarm for some reason is able to retain its former status as a free and autonomous district, and only the Holy Led A-Toll Empire is granted sovereignty.

J.C. 3225
The moving solar system of Stant with a 1500 year orbit approaches the Joker Star Cluster, and it is predicted that Stant will increase the instability of Kalamity already caused by mineral resource reclamation.

J.C. 3230
Amaterasu requests the countries of Kalamity Goderce to join the AKD, but following the lead of the Fillmore Empire, which boasts the planet's longest and most illustrious history, they ignore the request.

J.C. 3234
Amaterasu launches a military invasion of Kalamity Goderce, but is met with strong resistance by a unified defense force that has thoroughly studied his military strategy and tactical procedures.

J.C. 3238
The Mirage Knights join the invasion of Kalamity Goderce as the war bogs down.

J.C. 3239
Stant approaches Kalamity, which experiences violent upheavals in the planet's crust and chaotic magnetic fluctuations. Rescue and the emigration from Kalamity is stepped up. Amaterasu boards the Knight of Gold and leads the entire Mirage Knight corps in an all out attack on the Fillmore Empire. It is the last action anyone will take on this planet doomed to destruction by the approach of Slant. During the attack, KOG stalls on a shoal while crossing Lake Nnbidoug, and just before Kalamity explodes, Amaterasu is ejected to safety, leaving the MH and Lachesis stranded on the lake. In order to lessen the shock from the impending volcanic explosion, KOG uses the buster launcher to dig a 5000 kilometer crater in the planet's crust and drops a shock resistant gelatin bomb into the lake. However, nothing can save Lachesis from the explosion, as she and KOG are blown somewhere out on the dimensional edge.

J.C. 3330
The Battle of Kalamity is spectacularly concluded, and survivors from the defeated Kalamity forces move to the Planet of Graves, where they commence anti-Amaterasu resistance activities.

J.C. 3333
Amaterasu, upon consent from the only non-AKD planet, Jüno, is enthroned as emperor of the Joker Star Cluster.

J.C. 3345
The LED Dragon awakens.

J.C. 3400–3900
Mortar Headd manufacture is slowed by natural resource scarcity.

The leader of Jüno, King Colus V, begins a large scale program to improve his country's MH force led by the Berlins. Because the outcome of any battle is invariably decided by a clash of MHs, the anti-Amaterasu resistance forces scattered throughout the star cluster assist in his efforts.

J.C. 3910
The knights of the anti-Amaterasu resistance gather on Jüno. Amaterasu reveals plans to conquer Jüno.

J.C. 3952
Amaterasu launches his last expeditionary invasion and heads for Jüno. A messenger is dispatched from Both to Amaterasu. It is Atropos.

J.C. 3960
The heir apparent to the Colus Dynasty, Colus VI, escapes to Böth with the help of Atenta, princess of Ballanka.

The three royal families of the Colus Dynasty disband and scatter to the four comers of the star cluster.

The Black Knight Grard Sydmian, in the employ of the Colus Dynasty, conceals Jünchoon and Clotho deep in the thick forests of the continent of Borishoi.

Grard Sydmian is killed by a Mirage Knight while trying to escape.

Amaterasu establishes the Union of Galactic Kingdoms.

Atropos teams up with Mirage Knight Headdliner Upandla Raymu.

J.C. 3967
Amaterasu entrusts all of his authority to his cat's paw, Upandla Raymu, a Fatima created by Dr. Ballanche, and retires into seclusion. At the same time, F.U. Rogner and the other Mirage Knights are cloistered and sealed.

J.C. 3968
Empress Runka, a remnant of the Colus Dynasty's meistner family, gives birth to Daizina, then dies at the hand of Amaterasu.

Daizina disappears.

J.C. 3998
Amaterasu becomes deeply concerned over his aging Fatimas and puts them to sleep.

star cluster MHs continue to switch over to the non-humanoid Eetoramuru Fatimas, and humanoid Fatimas rarely appear in public. The Headdliner population is also decreasing. In a star cluster controlled by a single, oppressive ruler, Upandla, the number of Mortar Headds is also on the decrease, becoming superarmuated and decrepit.

This year marks the beginning of Upandla's reign of terror.

J.C. 4044
Daizina Meistner finds her way to Kastenpo on Böth.

J.C. 4050

Daizina Meistner meets Colus VI, who isworking for the anti-Amaterasu resistance in Kastenpo.

J.C. 4061
After wandering aimlessly throughout the star cluster, Colus VI is awakened to his Headdliner heritage after being shown the Mortar Headds that have been mustered for the resistance.

J.C. 4062
Colus begins training for combat, and the many knights he meets seem also to be descendants of his ancestor's generations of Headdliners.

J.C. 4075
Jünchoon and Clotho are discovered, but Clotho remains sealed and will not awaken.

J.C. 4076
Colus VI meets Wey Louth, possibly another Headdliner descendant.

J.C. 4080
Civil war breaks out on Jüno, and Colus VI takes command of the anti-Amaterasu resistance forces in the conflict.

J.C. 4082
An Amaterasu Mortar Headd. Wunderschatze, defects to Colus' side.

J.C. 4088
Headdliners and Fatimas who have been hiding throughout the star cluster flock to Colus' side.

J.C. 4090
Colus liberates Böth. After the devastation of AKD

forces invading Kastenpo by a LED Dragon inferno, the Upandla regime gradually loses control of the situation, initiating the decline and fall of the AKD, but Amaterasu refuses to step in.

J.C. 4093

Civil war breaks out on Delta Belun.

J.C. 4100

The Floating Temple, the symbol of the AKD, is destroyed. Colus' Jünchoon and Upandla's Knight of Gold engage on the battlefield. Two fates hurry to the fray…

Delta Belun is consumed in the quasar inferno of the LED Dragons.

Amaterasu returns to Colus VI the sword he received from Colus III, signifying Colus VI as the true heir to the Colus dynasty. The citizens of Delta Belun leave the planet along with the Mirage Knights in the Will, in search of Lachesis. The "god of light" has failed them.

J.C. 4101

Colus VI liberates the star cluster.

J.C. 4103

Colus VI marries Daizina.

J.C. 4255

Colus VI passes away at the age of 295.

J.C. 4300

The Mortar Headds gradually fall into dissipation. The Headdliners also gradually disappear, some taking their Fatimas with them, some alone.

The era of war and destruction goes on, as world continues its regression towards the primeval.

(The Era of the The Will Galaxy)

J.C. 5899

On an unknown planet, the Knight of Gold is transformed into a meteorite and crashes.

J.C. 6599

Lachesis awakens and with the Knight of Gold joins a space war with another civilization. In the aftermath, uncontrollable bursts of energy from KOG hurl them again and again into time gaps and lost abysses.

J.C. 6787

In one planetary war, Lachesis is unable to activate the Knight of Gold, so this incomparable Fatima fates commandeers a local cyborg weapon, called an Inperiun, to continue the fight.

J.C. 6800

Amaterasu builds the MH Goud Mirage, also known as Magdall Chivalries.

J.C. 6850

Amaterasu and Lachesis, each on their own, travel from planet to universe encountering new human species and life forms.

J.C. 7199

Lachesis lands on a mechanized planet and repairs the Knight of Gold.

J.C. 7281

Amaterasu converses with the Obelisk Monument, which seems to contain a memory of people from the Joker Star Cluster.

J.C. 7343

Lachesis suddenly finds herself on Earth, in Poland during January 1945. She hides the Knight of Gold in the Baltic Sea and goes to fight in the Battle of Berlin. On 7 May she leaves the Division Nordlantic for France, then returns to the Baltic Sea and falls asleep.

J.C. 7451

Lachesis awakens in the Earth year of 2187 and returns to space.

J.C. 7563

Lachesis transcends time to appear in the Joker Star Cluster in J.C. 2043. She meets the 23 year old prince of Grees, Amaterasu. After planting a memory of their encounter, she leaves the star cluster.

J.C. 7777

Lachesis and Amaterasu are reunited on the emerald planet of Fortune and are married. They bear a daughter, Kallen, and the human species begins a new phase in its evolution.

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